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ABSTRACT

The objectives of this "reading club" manual are to encourage reading; to provide a handbook for library staff and volunteers to use as a whole or in parts to complete their reading programs; and to aid librarians in helping participants in the reading club experience a feeling of accomplishment by providing ideas that are fun for children. The manual is arranged in sections that focus on toddlers' and preschoolers' storytimes ideas; elementary-age and young adult program ideas; family activity take-home sheets; and library activities for small and large groups. Attention to details of planning will insure a great program, which also will benefit from regularly publicizing the program. Worksheets and drawings are included throughout the manual, with a special section containing clip art, bulletin board ideas, nametag patterns, bookmarks, certificates, and other reproducible materials. A bibliography and resource list is also included. (AEF)

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Texas Reading Club Program Manual 1997

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Texas Reading Club
Program Manual
1997

The Incredible Dream Machine

by

Robin Works Davis

Library Development Division

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Creating the Incredible Dream Machine

I am delighted to welcome you to the 1997 Texas Reading Club. *The Incredible Dream Machine* theme is sure to inspire children in your community to seek their dreams at the Library! I hope this manual will be useful as you assist those young people. The theme *Incredible Dream Machine* is interpreted here to include dreams, aspirations, careers, imagination, innovations, and inventions. I especially would like to thank the following staff at Texas State Library and Archives Commission for their dedication, creativity, and hard work: Jeanette Larson, Manager, Texas Reading Club; Magdalena Acuña, Graphics Designer and Publications Assistant; and Renée Graham, Manager, Office Services and Publications Coordinator.

Goals of the 1997 Texas Reading Club Manual:

- To encourage reading.
- To provide a manual for library staff and volunteers to use as a whole or in parts to complete their reading programs.
- To aid libraries in helping participants in the reading club experience a feeling of accomplishment by providing ideas that are fun for kids.

Basic Guidelines and Manual Content

A smoothly run "Reading Club Machine" begins with investigation and planning. Whether you plan, promote, and execute all aspects of a reading club yourself; share responsibilities with other staff members and library personnel; or rely heavily on volunteer assistance, this manual will provide a variety of ideas, activities, books, and other media for your use. The manual is arranged in this way:

Toddler Storytime Ideas

- Story suggestions
- Fingerplays, songs, and action rhymes
- Flannel board stories and patterns
- Activity or memento ideas

These toddler books and ideas are for a 20–30 minute program in which parents or caregivers participate with the children, helping with responses, movement, fingerplays, and activities. Mementos are pre-made craft items that toddlers augment a bit, such as by coloring. These items help the children to remember the stories they heard and add an element of creativity to the program.

Preschool Storytime Ideas

Story suggestions:

- Fingerplays, songs, action rhymes, and poems
- Flannel board stories and patterns
- Activity or craft ideas

The ideas here are for 30 minute storytime sessions which preschool children attend independently or with parents watching but not actively participating.

A note on songs and music

When music is mentioned in the Toddler and Preschool sections, it is helpful to use the book *Children's Jukebox* by Rob Reid (ALA, 1995). Many of the musical selections were made using this wonderful resource. It has many alternate selections in its song subject index just in case you do not have the recordings listed.

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Elementary School–Age Program Ideas

- Books to share or Booktalk
- Activities

These ideas are for a 45 minute to one hour program for school-age children who can participate and follow directions on their own.

Young Adult Program Ideas

- Directions and reproducibles for a contest
- Activity ideas
- Bibliography

Family Activity Take–Home Sheets

- Books and media for family sharing
- Activity ideas

Groups of Various Sizes

The section, Small Group, Large Group, and No Space, assumes that the presenter will make a display of books to accompany the activities and briefly introduce or booktalk some of the titles. A bibliography of suggested books to get you started with these ideas is included. This section has:
Library activities for small groups of all ages, library activities for large groups of all ages, activities that take place outdoors, require little space, or are demonstrations. Remember to invite chefs, scientists, engineers, and other people to your community to do demonstrations during your programs, too.

note on special guests

Remember that your community is full of people with special talents or interests that they might be willing to share with the children who attend your programs. These people can be approached for displays as well as programs. Guests especially appropriate for the programs suggested in this manual include:

- musicians and conductor
- zoologist, farmer, or rabbit breeder
- firefighter, police officer, or other career person
- Native American craftsperson
- magician
- scientist
- chef
- inventor
- dog breeder or handler
- sign language interpreter
- meteorologist
- herpetologist (reptiles)
- orinthologist (birds)
- artist
- engineer
- pilot

Before examining these ideas and choosing some that appeal to you, set some goals for your reading club. Goals might include:

- Stimulating community awareness of the library
- Promoting the library as a source of recreational reading, listening, and viewing material.
- Reaching families and children who have not been regular library users
- Maintaining the reading skills of elementary school age children

After setting your goals, write out how you will achieve them. Make sure the activities you select from the reading club manual fit in with these goals. Decide on some strategies that might help achieve your goals, such as:

- Visit more schools
- Produce more or different types of publicity
- Visit child care centers
- Try a different type of program
- Seek grant or donated funds for special events

Including Everyone ■

The Texas Reading Club is meant to encourage recreational reading for all children. This means being aware of and including those children who have special needs. Be willing to work with organizations that serve families of special needs children and to accommodate their participation. Include an ADA compliance statement on publicity items. ("This library is wheelchair accessible. If you require interpreters or auxiliary aids in order to attend or participate, please call [name and phone of appropriate library or city personnel] one week prior to the event.") Contact the Texas State Library for a copy of the packet *Serving Children With Disabilities* by Linda Lindell, Talking Book Program, 800-252-9605.

Planning and Promotion

Attention to the details of planning will insure a great program! The publication *Marketing the Texas Reading Club*, by Viki Ash-Geisler, is an excellent resource to review for planning, publicity, and promotion ideas. A copy can be obtained by calling the Texas State Library's Library Science Collection at 800-252-9386.

The following are items usually needed to promote the Texas Reading Club:

- Bookmarks
- Reading lists
- Flyers
- Registration cards or forms
- Public service announcements for radio or TV
- News releases for newspapers
- Promotion letter to schools
- Solicitation letter to potential supporters
- Posters
- Certificates

Publicize your reading club in your community by:

- Regularly sending press releases to the local paper and area children's publications
- Inviting community leaders to be present to welcome children, read a book, or participate in programs

- Soliciting award donations or participation from local businesses, giving them credit in press releases or publicity
- Distributing flyers or posters to schools, grocery stores, children's stores, apartment complexes, and other gathering places
- Make sure the library staff is well informed, or better yet, involved in the reading club

School Visits

Contact local elementary schools to arrange for visits or publicity distribution. Many schools are on a year-round schedule or have summer media center hours. Contact the person in charge of scheduling events to find out schedules. Schools with summer library media center hours could set up "on–site" registration for your reading club. Confirm school visits, participation, or publicity distribution in writing. The following booktalk is fun to use for school visits to grades 3–6.

Crazy Booktalk: There are 50 books mentioned in this booktalk. Gather the titles or substitute other appropriate books that your library owns. As you recite this talk, pick up each book and show the cover at the appropriate time. This booktalk even gets a few laughs from sixth graders!

Third Grade is Terrible, *Fourth Grade is a Jinx*, *Nothing's Fair in the Fifth Grade*, and *Sixth Grade Can Really Kill You*. School is *Cruel and Unusual Punishment*. School is a *Royal Pain*. You're saying *Dear Mom, Get Me Out of Here*, but there's *No Way Out*! *One Thing for Sure – School's Out* soon! *It's a Time to Fly Free*! So don't be a *Summer Captive*. Don't have a *Mismatched Summer*. Have an *Invincible Summer* with *A Visit to the Library*! The library is for *Class President*! The library is for *Oddballs* or *The Twinkie Squad*. The library is for *Winners* and *S.O.R. Losers*, and even *Bathing Ugly*. So if you are *Sister of the Quints*, *Stinker From Space*, *Weird Wolf*, *Weasel*, or your *Sister is a Vampire*, you are welcome at the library, too.

It's not just books at the library. You can find *Raging Robots and Unruly Uncles* at the library. You can find *The Sunday Doll* or *The Witch Doll* at the library. At the library, there are *Sticks and Stones and Skeleton Bones*, *Fool's Gold*, and *The Broccoli Tapes*. At the library you can find *King Kong's Underwear* or *A Frog's Eye View*. *Rat Teeth*, *The Wolf's Tooth*, and *A Serpent's Tooth* are there too. You can even have *Chocolate Covered Ants*, *Snot Stew*, *Octopus Pie*, and *Eyeballs for Breakfast*. *Every Living Thing* is at the library!

So this summer, don't be *Stranded*.....*Make Like a Tree and Leave*, because *School Can Wait*. Don't have a *Bummer Summer*. Have an *Almost Perfect Summer*. I'm telling you *Nothing But the Truth*. *You'll Never Guess the End*. Don't be *A Stranger Here*. Come and *Linger* at the library.

Sample Public Service Announcement

To: Program Director

From: (Your name), (Your organization)

RE: Texas Reading Club

Date: (date)

Please release the following PSA beginning (date). Please contact me at (phone number) if you have any questions. Thank you!

Start up *The Incredible Dream Machine* at the (name) Library! Beginning (date), the library will co-sponsor the 1997 Texas Reading Club along with the Texas State Library and (any other sponsors you wish to mention). This special reading club helps kids retain reading skills gained during the school year by encouraging recreational reading. Many exciting and interesting activities are also planned in conjunction with *The Incredible Dream Machine*. Call the (name) Library at (phone) for more information.

Sample Press Release

(date)

Contact: (your name)

Phone: (your Phone)

FOR IMMEDIATE RELEASE

INCREDIBLE DREAM MACHINE

(your city), TX.—Imagine! Explore! Invent! And more! All at the (your library's name) Library. Beginning (date) sign up for *The Incredible Dream Machine* 1997 Texas Reading Club. When you join this club you can read some fantastic books, earn some awesome awards, and attend some great activities. This program is sponsored annually by the (your library's name) and The Texas State Library. Fill your days with fun! Call (phone) for more information.

Sample Solicitation Letter

Hello!

Reading is a well documented key to success in school and in life. That's why on (date) the (your library) Library is launching the 1997 Texas Reading Club program. *The Incredible Dream Machine* will help children and families discover the limitless worlds of information, entertainment, and adventure in books. We hope you will help, too!

The Incredible Dream Machine has been especially created by the Texas State Library with art work by Alexandra Day, an author and illustrator of popular children's books. This reading program will help children explore dreams, ideas, and aspirations through books and the library. Those who participate will receive their own personal reading log to record the titles of the books they have read. Children will also receive a special certificate at the end of the program.

The Texas State Library and the (your library's name) Library are co–sponsoring this program by providing free materials and programs. We hope that your company will become a partner in our library's program by donating (coupons or merchandise) to be used as reading incentives. Children receive these incentives as they reach reading goals. For your donation, the library would be pleased to include your name as a sponsor in its publicity materials. Publicity includes program flyers, press releases, news articles, public service announcements, and other materials.

Last year, over (number) children from our area participated in the *Ready... Set... READ!* reading program at the (your library's name) Library. The numbers reflect the popularity and effectiveness of the events. The parents of these children also participated in and commented positively on programs sponsored by local businesses. Your support of this service will be greatly appreciated by the entire community, especially the children. Thank you for your time and consideration.

Please address responses to (your name, address, and phone).

Sincerely,

(your name)

Sample School Visit Letter

The (your library) Library and the Texas State Library are pleased to announce the 1997 Texas Reading Club for children, *The Incredible Dream Machine*.

The purpose of the Texas Reading Club is to promote reading, stimulate curiosity, and attract children to the library. The emphasis is on having fun with books! *The Incredible Dream Machine* is a reading club where children keep track of the reading they do. The reading club will begin on (date).

Many activities are also planned at the library to highlight this year's theme. A staff member from our library would like to come and visit your school and tell the students about the reading club. Visit times are available for (dates). I will be contacting you soon to schedule a visit.

[optional paragraph if needed]

Since the (your district) elementary school libraries will have open hours this summer, we will also offer reading club sign-up kits to interested librarians, which we would deliver to you. The kits would consist of a sign up sheet, reading logs, bookmarks, and guidelines to hand out to children interested in joining the reading club. All you would have to do is allow children to sign-up and give them their log, bookmark, and guidelines, then collect the logs on the last day that your library is open. We will pick up the logs and mail any coupons, incentives, or prizes to the children who participated at your site. To receive the sign-up kit for your site, please complete the attached form and return by (date).

We need your help! Encourage your students to visit the public library, sign up for the Texas Reading Club, and enjoy *The Incredible Dream Machine*.

Sincerely,

(your name and title)

School: _____

Your Name: _____

Phone: _____

Summer Hours: _____

Estimated Number of Logs, Bookmarks, and Guidelines Needed: _____

Deliver on (date): _____

Last Day Open This Summer: _____

Reading Club Incentives

There are as many different ways of keeping track of participants' reading and acknowledging their reading as there are different libraries! The emphasis should be on reading for fun, not for prizes or competition. Give out reading incentives to ***everyone*** who participates, no matter how much they read. Small prizes work well if you let children choose their prize; they are as thrilled with being able to select, as with the incentives themselves. Try some of these ideas:

- Present a button featuring Texas Reading Club clip art to each child who signs up for the reading club. After the child reads, give them a ribbon to hang from the button. For additional reading, add stickers or stamps to the ribbon.
- Add paper clouds labeled with a child's name to a sky mural for reading completed. Or, hang the clouds from the ceiling.
- Use cut-out or Ellison™ shapes for each child who joins the reading club. Pre-cut shapes can also be purchased from educational supply stores or ordered from Carson Dellosa, 800-321-0943. Post the cut-outs in the youth area. List the names of books, children's names, stars, or theme-related stickers on each cut-out.
- Preschoolers can go "Fishing for Fun" when books are read to them. Use a box decorated as a pond. Purchase a Velcro fishing game from Nasco Learning Fun, 901 Janesville Ave., Fort Atkinson, WI, 53538-0901, 800-558-9595, for $5.00. Put Velcro dots on the prizes and place them in the box. Children will win every time they fish! There are directions to make your own fishing game of the 1996 Texas Reading Club Manual, *Ready...Set...READ!* (page 113).
- Give out pencils, coloring books, bracelets, cups, and most especially, recognition, and words of praise!
- Prize Patrol: Make photocopies of your library's logo or a piece of clip art from this manual on bright paper. Some of the copies should be 8-1/2" x 11" and some should be 4-1/4" x 5-1/2". Instruct reading club participants to post a large one in the front window of their home (like the Girl Scouts "Helping Hand" signs) and a small one in their family car. The Prize Patrol will then make the rounds of neighborhoods and parking lots of places where kids are (malls, public pools, recreations centers, even the library parking lot) and look for the signs. Cars and homes that display the sign will receive a special kid's "goodie bag" of reading club incentives. Incentives can be a bag of goodies, coupons, or whatever is available to your library. Use teen or other volunteers to distribute the bags or incentives by hanging them on the doors of the houses or cars displaying the signs. **(Remind the volunteers not to go into houses!)** One library did this for the reading club and it took eleven teen volunteers three-hours each to cover the community.

Sources for other specific incentive ideas and vendors:

(See Bibliography and Program Resources for additional sources.)

Embossed custom foil seals

Stephen Fossler Company
439 Dartmoor Drive
Crystal Lake, IL, 60014
815-455-7900

Book-shaped pencil sharpeners

Atlas Pen and Pencil Company
P.O. Box 600
Hollywood, FL, 33022

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Simple tote bags with logo
Landolls
425 Orange Street
Ashland, OH, 44805–2228
800–228–6898

Prism stickers, pencils, puppy pencil sharpeners
Oriental Trading Company
P.O. Box 3407
Omaha, NE 68103–0407
800–228–2269

Ellison Dies provides equipment, supplies, and dies in over 1000 shapes
P.O. Box 8209
Newport Beach, CA 92658–8209
800–253–2238

Sun, moon, and star keychains
Sherman Specialty Company
PO Box 401
Merrick, NY 11566–0401
800–645–6513

Janway Items

Various items that may be purchased in bulk, embossed or not, are available from the JanWay Company. This company offers a group order of items available to Texas libraries for the reading club. The group order allows a better price. Watch for their order form in the mail or contact the company.

JanWay
11 Academy Road
Cogan Station, PA 17728
800–877–5242

Decorating

Give your library a fun and interesting appearance and create visual excitement with some of the following motifs.

- Sky, clouds, and stars
- Fantasy village or imaginary country – tiny houses for fairies and oversized flowers, butterflies, and animals.
- Machines or gadgets
- Wacky inventions – imaginary machines like a balloon bed, automatic pet feeder, etc.
- Unicorns or other imaginary creatures
- Microscopes
- Magic carpet ride
- Rainbows and castles
- Futuristic – modern buildings, clothing, and transportation

Bulletin Boards

Bulletin boards are an excellent way to advertise the reading club in your building. Lots of questions are asked about bright, eye-catching designs. Some sketches of ideas for bulletin boards follow. Also, try this "Mothers of Invention" idea:

- Gather photos, drawings, or objects such as an empty Liquid Paper™ bottle, Indian corn, lunch sack, measuring spoons and recipe card, and a disposable diaper. Mount the pictures on black paper. If you decide to use the objects themselves, mount with push pins and rubber cement. Caption the pictures or objects with the following information: Marian Donovan invented the disposable diaper; Bette Nesmith invented Liquid Paper™; Margaret Knight invented a machine that folded paper bags with square bottoms; Fannie Farmer invented the scientific cooking recipe; and Sybilla Masters invented a new way of cleaning and airing Indian corn.

Nametag Patterns

Nametags will help you get to know the names of children who come to the library and give them a sense of identity. Nametag ideas are included. Distribute weekly, or laminate permanent nametags if you pre-register for events.

Parent Handouts

Use the blank handouts at the beginning of the Toddler and Preschool sections to create take-home sheets for parents. This will let them know the books you read and teach them fingerplays. Decorate the sheets as you desire or use the clip art which follows. The Sample Toddler Time Activity Sheet with rabbits on it shows how an activity sheet might be decorated and used.

Evaluation

Evaluation is an important part of any library event, including your reading club. It keeps you focused on the audience you wish to attract and serve. It enables you to determine whether your goals are reached. Statistical records are part of every evaluation. Decide what figures you want and devise a method of keeping them. Keep consistent records from year to year. Statistics can be combined with other information to create a reading club report to share with your administration. Remember that the Texas State Library requires a report on the number of children who participated in your reading club at the end of the program.

Icebreaker Activities

These activities are used at the beginning of a program to help kids get to know each other or to provide a transition activity as children are entering the program area.

① Reporter's Notebook

Staple scraps of 3x5 inch paper together at the top to resemble a small reporter's notebook. Give one to each child along with a pencil. Ask them to interview other children and find out a fact or two they didn't know before. After they get the "scoop," they write it down in their notebook. Children can then take turns "reporting" what they learned.

② Personal Portraits

This exercise promotes an appreciation for diversity and yet demonstrates how we are alike in many ways. Let children draw a name from a hat. This person will be their partner, and they will take turns drawing each other. As they look at each other, they will ask these questions: "What color are his eyes?," "Does she wear glasses?," "What color is her skin?," "Is his hair long, short, straight, or curly?" Children may exchange portraits when they are finished.

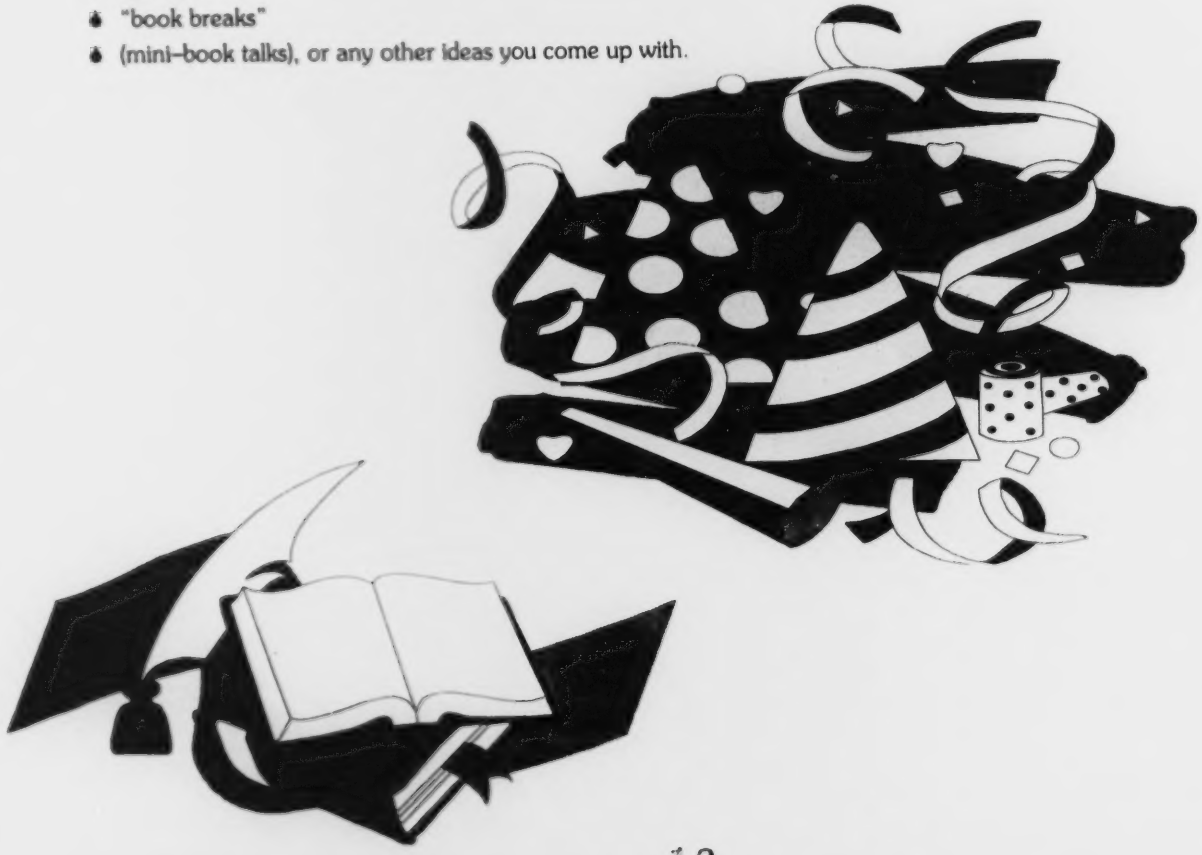
③ Compliment Card

Collecting "warm fuzzies" or compliments puts a nice glow on everyone's face and is a positive way to meet the group. Cut small cards from posterboard or use large index cards. Divide the children into groups of 5–10. Give each person a card for each other person in their group. Ask them to finish this sentence: "What I like most about you is..." EXAMPLES: smile, imagination, hair, friendly, sense of humor. When this is done, let them design each card for the particular person, using crayons or markers. Write the name of the person who should receive each card on the back. Cards may be delivered by their creator or remain anonymous.

Ways to Celebrate Books

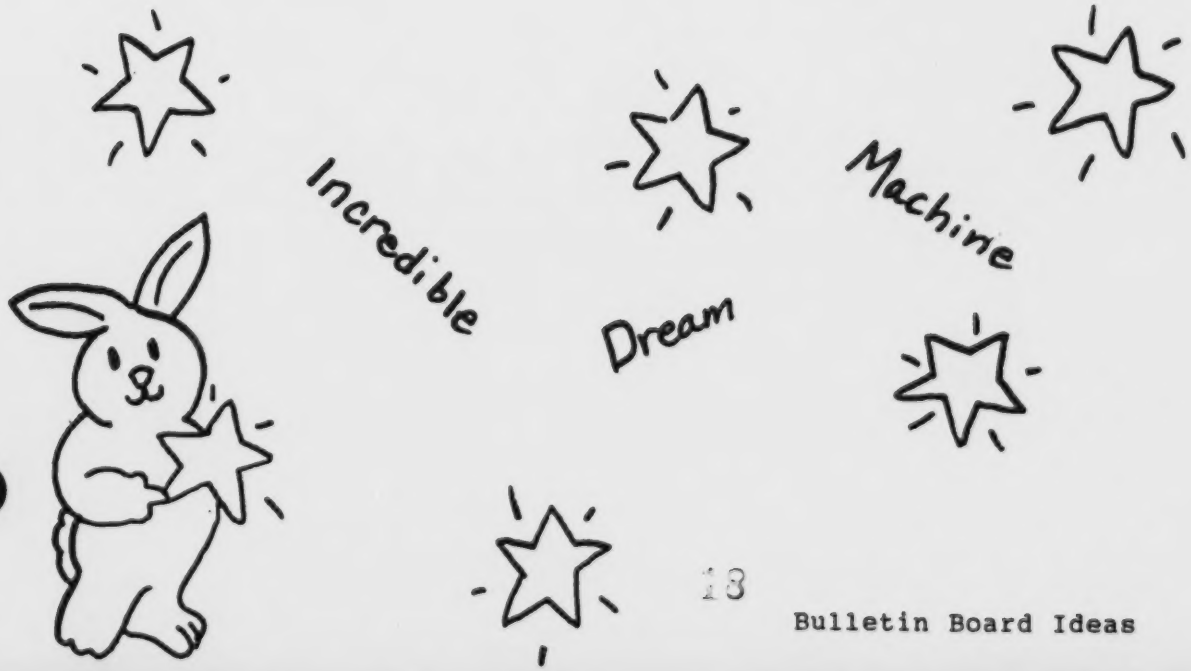
Here is a list of ideas to get you started thinking about possible programs involving literature for the reading club:

- booktalks
- reader's theater
- puppets shows
- character parades
- book awards
- make a recipe or food from a story
- murals
- commercials
- book jackets
- posters
- mobiles
- banners
- "book breaks"
- (mini–book talks), or any other ideas you come up with.



Incredible Dream Machine

Incredible Dream
Machine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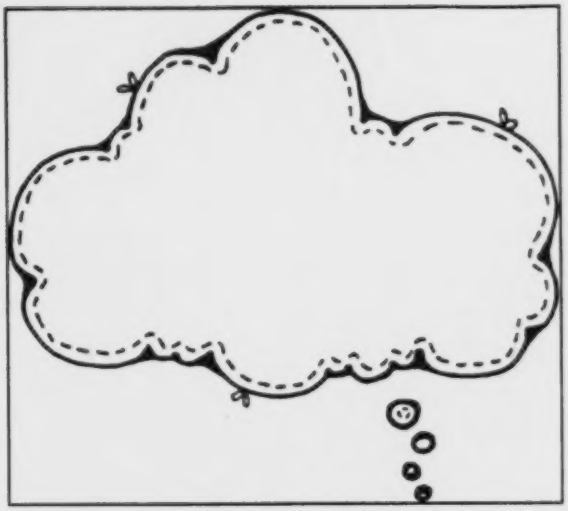
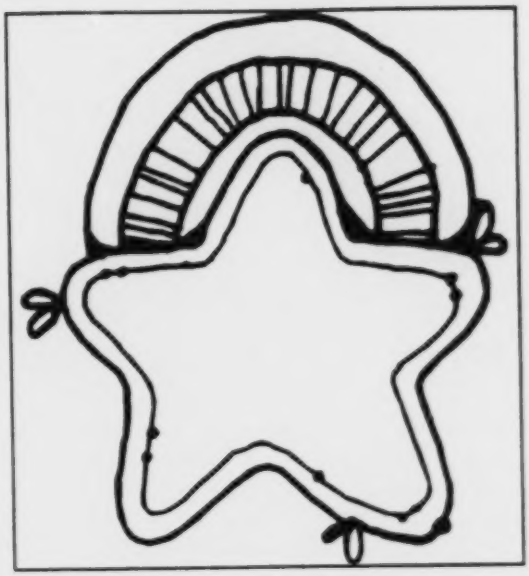
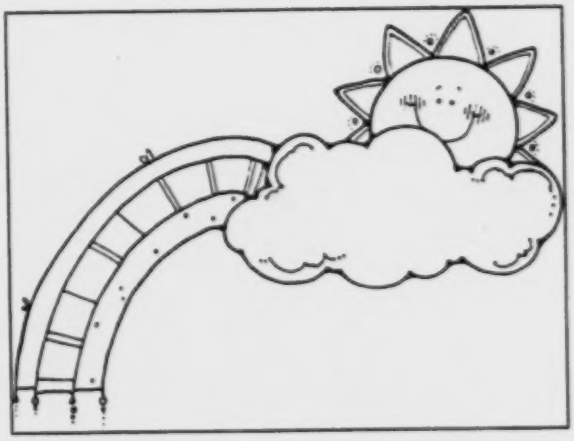
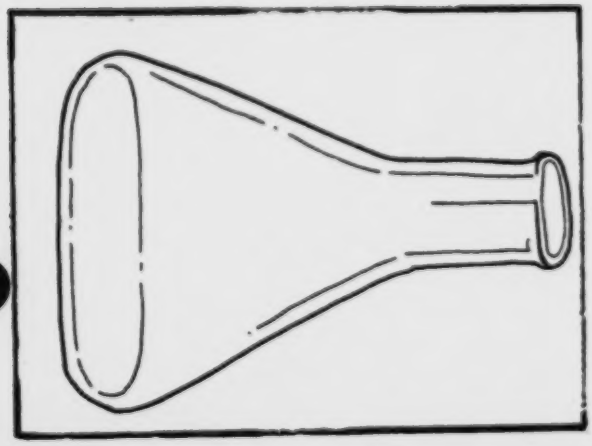
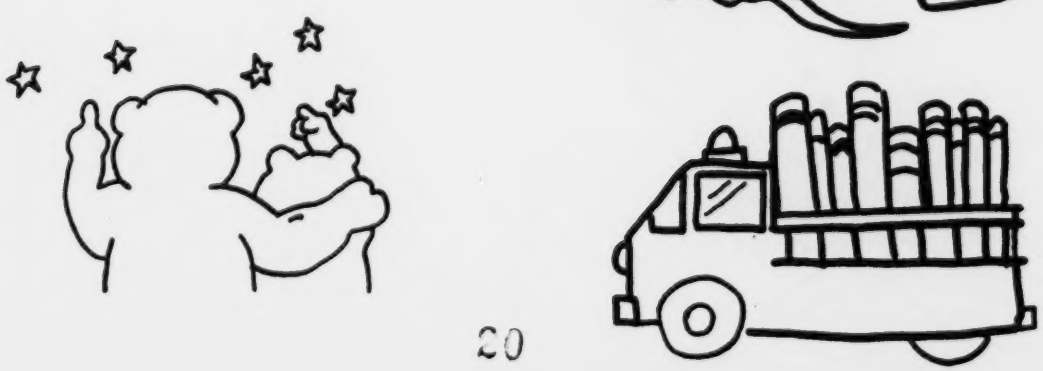










Dreams of a Dog:
Kickoff & End of Program Events Using the Books of Alexandra Day

A special event to begin or end your reading club is a great promotional tool. Here are a few suggestions that use the books of Alexandra Day, illustrator of this year's reading club artwork. Make sure these events are fun! A carnival, parade, or live performance related to the theme always works well. If it is a kickoff event, give each child a reading club packet to introduce the theme. The packet could include bookmarks, reading log, membership card, coloring or puzzle pages, club guidelines, a calendar of events, and bibliographies. If the event is at the end of your program series, distribute certificates or reading incentives.

Books by Alexandra Day:

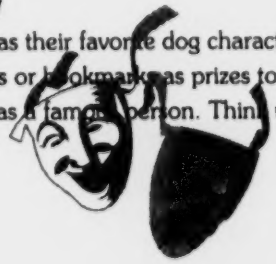
Carl Goes Shopping. FS & G, 1989.
Carl Goes to Daycare. FS & G, 1993.
Carl Makes a Scrapbook. FS & G, 1994.
Carl's Afternoon in the Park. FS & G, 1991.
Carl's Birthday. FS & G, 1995.
Carl's Masquerade. FS & G, 1992.
Frank and Ernest. Scholastic, 1988.
Frank and Ernest: On the Road. Scholastic, 1992.
Frank and Ernest Play Ball. Scholastic, 1990.
Good Dog, Carl. S & S, 1991.
My Puppy's Record Book. FS & G, 1994.
Paddy's Pay Day. Viking, 1990.
River Parade. Viking, 1990.

Show the film *The Dog Days of Arthur Kane.* 39 min. Based on the book by T. Ernest Bethancourt. The story is about Arthur Kane, a selfish boy who is turned into a dog. Have Reading Club sign-up after the film.

Birthday party for Carl! Decorate your library space with paper streamers and balloons. Provide a cake with dog decorations. Collect cans of dog food to give to the local Humane Society. Play games such as "Pin the Nose on the Dog" or "Musical Bones" while playing doggie music. (A plastic doggie bone is passed around a circle of children seated. The one holding the bone when the music stops is out.) Break open a dog shaped pinata.

Masquerade party

Everyone comes dressed as their favorite dog character from literature. Provide patterns for paper ears and tails. Distribute Carl books or bookmarks as prizes to those who come in costume. Or, carefully dress your dog or stuffed animal up as a famous person. Think up creative names for the dog celebrities, such as "Charles Bark-ley."



A Visit from Carl

Have a local person who owns or raises Rottweilers bring a dog. They can discuss the dogs, where they are originally from, and for what they are used. Or, have participants bring their own dogs and hold a Doggie Parade in the library parking lot. If you don't have space, let the children bring in pictures of their dogs and make a "parade of pet pictures" on a bulletin board.

Hand Dogs

After sharing information about the reading club and some books by Alexandra Day, do a little hand painting! Make a fist with the thumb on the outside of the fingers. Paint brown eyes on the back of your hand next to the knuckles. Paint the rest of the hand and arm yellow. Paint black ears on the back of the hand. Cut black chenille stems six inches long. Wrap the ends of three stems around the middle finger for whiskers. Paint red around the inside of the thumb and fingers for the mouth. Add a bracelet as a collar.

Dog Sing-Along

Sing "Bingo" with the children inviting them to join in. Sing other familiar songs about dogs: "How Much is that Doggie in the Window?," "Oh, Where, Oh, Where Has My Little Dog Gone?," "Do Your Ears Hang Low?," and "My Dog's Bigger Than Your Dog."

I Love Dogs

Create dogs from paper hearts and pipe cleaners. For each dog, you will need:

- three pipe cleaners
- a strip of 2" x 3" red construction paper
- additional red construction paper
- scissors
- glue

Use the pattern to trace the dog's head and ears onto the additional red construction paper. Take the three pipe cleaners and the 2" x 3" red strip of construction paper. Hold the pipe cleaners so that all the ends are even. Roll the strip of red paper around the middle of the pipe cleaners. Glue the paper closed. Bend one pipe cleaner up at both ends for the dog's neck and tail. Curl the tail. Make a 3/4" inch bend on the neck for a place to attach the paper head. Bend the other two pipe cleaners down at both ends of the red paper to form the front and back legs. Bend the tips of these forward to make feet. Draw a face on the head heart, and then glue the two ear hearts onto the face. Glue the face on to the bent neck. A collar and leash can also be made from paper and string.

(see next page for pattern)

I Love Dogs

Toddler Storytime Ideas

Be a Conductor

Bring a supply of paper straws and let your toddlers "conduct" some music. **(for Toddler Time Activity Sheets, see end of chapter)**

Story Suggestions

Baer, Gene. Thump, Thump, Rat-a-tat-tat.
Boynton, Sandra. Moo, Baa, La, La, La.
Greenfield, Eloise. I Make Music.

Song

In My Imagination
by Margaret Allen

(To the tune of *Turkey in the Straw*)

In my imagination, I fly so high,
I soar over treetops and buildings to the sky,
I visit the birds and jets as they go by,
In my imagination, I fly so high.
In my imagination, I swim so deep,
I float past a seahorse, and see a reef,
I visit the whales and ask if they do sleep,
In my imagination, I swim so deep.

from *Imagination*

Souvenir

Fingerpainting

Share the story *Moo, Baa, La, La, La*. Distribute copies of the cow pattern for children to fingerpaint. Mix regular liquid tempera paint with liquid dish soap to make a thick and easy-to-clean fingerpaint. Make home- made fingerpaint by mixing one cup flour and one cup water in a pan. Stir in three cups of hot water. Bring to a boil, stirring constantly. Cool, then pour into empty yogurt containers. Add a few drops of different colored food coloring to each. **(see pattern at end of chapter)**

Music

Hello Everybody from the recording *Hello Everybody* by Rachel Buchman (Gentle Wind, 1986) makes a great ritual opening song.

Fingerplay

My Little Horn

Watch me play my little horn
I put my finger so,
(place fists end to end)
Then I lift it to my mouth
And blow and blow and blow.
(bring fists to mouth and blow)

from *1001 Rhymes and Fingerplays*

Rabbits With Dreams

These fuzzy bunnies have places to go and things to do.

Story Suggestions

Bailey, Carolyn. Little Rabbit Who Wanted Red Wings.
Dodds, Dayle. Do Bunnies Talk?
Hoban, Tana. Where Is It?
Brown, Margaret Wise. Runaway Bunny.
Rowe, John. Rabbit Moon.
Wellington, Monica. Night Rabbits

Action Rhyme

Bunny Song

Here is my bunny, with ears so funny,
(make a fist with right hand, two fingers up for ears)
And here is his hole in the ground.
(make a circle with fingers of left hand)
When a noise he hears
He pricks up his ears—
(wiggle two ear fingers)
And jumps in his hole with a bound!
(put right hand into left hand hole)

from *1001 Rhymes and Fingerplays*

Runaway Bunny Flannel Board

Trace the patterns on felt or pellon (white iron-on or sew-in dress lining fabric), color with colored pencils and cut out. (For additional patterns, *see Mr. Gumpy's Outing.*) **(see pattern at end of chapter)**

FINGERPLAY

Fluffy Bunny

See the fluffy bunny as it hops,
(Hold hands at sides of head for ears)
One ear up while the other flops,
(Bend one hand down)
He's a gentle fellow with a twitchy nose,
(Wiggle nose)
He's furry from his ears to his toes!
(Wiggle rabbit ear hands then toes)

Little Rabbits

See the little rabbits
Peeking through the grass,
(peek through fingers)
When they see me
They duck down fast!
(crouch down to floor)

from *1001 Rhymes and Fingerplays*

SOUVENIR

Rabbit Finger Puppet

Cut two of the pattern from construction paper or felt, leaving one plain for the back and decorating the front. Glue together, leaving bottom open. Glue cotton ball on back for tail. Distribute to kids after the stories. **(see pattern at end of chapter)**

MUSIC

Ten Crunchy Carrots from *10 Carrot Diamond* by Charlotte Diamond makes a cute flannel board to sing. Make 10 felt carrots and remove them as they are eaten by a sister, bees, worms, Dracula, gerbils, and other creatures. Look in the book *Children's Jukebox* by Rob Reid for suggestions of other bunny songs.

SOUVENIR

Fluffer Bunnies –Turn marshmallows into cute bunnies.

①Using scissors, make a diagonal cut in the upper left corner of a marshmallow (DO NOT CUT THROUGH).

②Gently lift the corner and make a snip down the middle. These are ears.

③Use your fingers to gently separate the ears and angle them outward.

④From the point where the first cut was made, snip downward to the middle of the marshmallow.

⑤Pinch the cut end slightly to form a rounded tail.

⑥Make a 1/4" cut midway between the base of the ears and the bottom of the marshmallow.

⑦Divide into two feet.

⑧Use a toothpick dipped in food coloring to draw on a face.

PLAYLET

Where Is It?

This playlet is adapted from the book *Where Is It?* by Tana Hoban. This has little action or dialogue, so it may be done on your lap or on a table. Add a few props, such as a rock to look behind and a carrot. Use the rabbit finger puppet from this chapter to make a bunny for this playlet.

Rabbit: I wonder...*(rabbit is hiding)*

Rabbit: *(popping up)* I wonder...
(Rabbit hops around looking)

Rabbit: *(looks down)* Is it here?

Rabbit: *(looks at kids)* Am I near?

Rabbit: *(darts about)* I'm on my way!

Rabbit: *(pauses and looks around)* Will I find it today?

Rabbit: *(sniffs around)* Not here?

Rabbit: *(sits and looks)* Where?

Rabbit: *(put paws over eyes)* Close my eyes, count to ten. (1, 2, 3, etc.)

Rabbit: *(looking this way and that)* Look around. Count again (1, 2, 3, etc.)

Rabbit: *(excited)* There it is! Behind this *(bush, rock, or whatever prop you have)*

Rabbit: *(finds carrot)* Something special...*(sniffs carrot)* just for me! *(show carrot)*

Animal Dreams

Have you ever wondered what animals dream of?

Story Suggestions

Baker, Alan. Two Tiny Mice.
Davis, Maggie. A Garden of Whales.
Carlson, Nancy. What Would You Do If You Lived at the Zoo?
Griffith, Helen. Plunk's Dream
Hurd, Edith. Little Dog Dreaming.
Massie, Diane. The Baby Bee-Bee Bird.

Song

Animal Sounds-(to the tune of *The Wheels on the Bus.*)

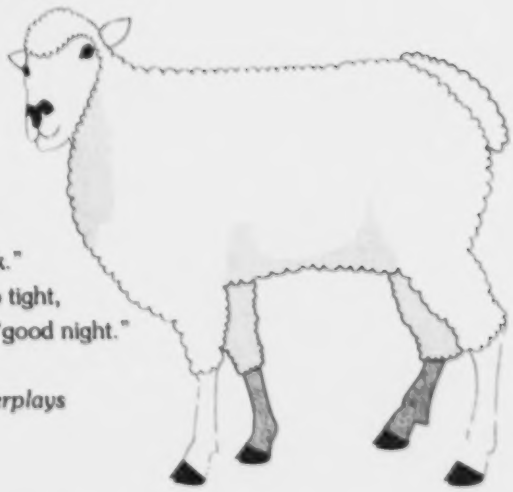
The monkey in the zoo goes eep, eep, eep,
Eeep, eep, eep, eep, eep, eep.
The monkey in the zoo goes eep, eep, eep.
All around the grounds!
(Other verses: The lion in the zoo goes roar, roar, roar;
the parrot in the zoo goes squawk, squawk, squawk, etc.)

Sound Rhyme

Zoo Sounds

In the zoo at the end of the day,
Listen to what the animals say.
Owl says "who."
Pigeon says "coo."
Sheep says "baa."
Lamb says "maa."
The wild dog, "howl."
The lion, "growl."
The zebra says "neigh."
The wild hog grunts "oink."
Then the zoo is closed up tight,
And the zookeeper says "good night."

1001 Rhymes and Fingerplays



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Song

Baby Bumblebee

Make up new verses for this favorite tune, such as "I'm bringing home a baby dinosaur! Won't my mommy hide behind the door" or "I'm bringing home a baby crocodile! Won't my daddy run away a mile."

Fingerplay

Animals (Hold up five, four, three, etc., fingers, and fill in the blank with desired animal names such as zebra, dog, elephant, etc.)

Five little animals, sitting by the door.
A _____ went out and then there were four.
Four little animals, climbing up a tree.
A _____ fell out, and then there were three.
Three little animals, see them at the zoo.
A _____ran out, and then there were two.
Two little animals, having lots of fun.
A _____ got tired, and then there was one.
One little animal, laying in the sun.
He went to sleep, and then there were none.

Activity

Animal Dance

Give each child a sheer scarf. They can place it over their head or hold it in front of their face. Pretend to be animals, and "Animal Dance" around the room.

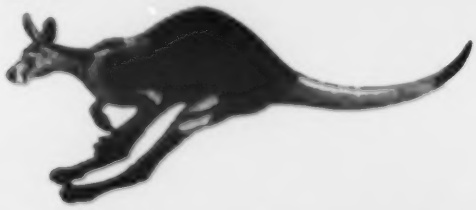
Fingerplay

Animals Go!

Alligators swim
(swimming motion)
Long and green,
And ducks float
(make hand wave up and down)
On the stream.
Elephants lumber
Big and slow,
(walk in place as if very large)
Penguins waddle
In the snow.
(waddle)
Kangaroos hop
Or jump, jump, jump.
(hop in place)
Lions lie down
With a bump!
(sit on bottom with a bump)
R. Davis

Action Rhyme Animals Go Part 2

Jump goes the big kangaroo,
(jump)
The monkey swings, one and two.
(pretend to swing from tree)
Snakes slither, one, two, three.
(move arm like snake sliding)
And four bids fly to a tree.
("fly" hands like a bird)
Zebras gallop, I count five.
(gallop in place)
And six bees buzz to their hive.
(cup hands together and make buzzing sound)
R. Davis



Sheep Dreams

Silly sheep, awake and asleep!

Story Suggestions

Bursick, Rose. Zoe's Sheep.
Gordon, Jeffie. Six Sleepy Sheep.
McGee, Barbara. Counting Sheep.
Wellington, Monica. The Sheep Follow.

Fingerplay

White Sheep

There was once a white sheep
And this is the way
The farmer cut off
Her wool one day
(pretend to shear sheep)
The wool was spun
Into thread so fine
And made into cloth
For this coat of mine.
(put hands on shoulders)

from *1001 Rhymes and Fingerplays*

Souvenir

Sheep Weave

Trace or copy the sheep pattern from the *Mary Had a Little Lamb* puppet show for each child. Pre-cut ten parallel lines vertically in the sheep's body. Let the children weave over and under the cuts with paper strips or yarn.
(see pattern at end of chapter)

Puppet Show

Mary Had a Little Lamb. R. Davis

Do this puppet show using a lamb and a friendly-looking spider puppet. You can also make puppets with the patterns provided. Tape the sheep to a craft stick and the spider to a piece of yarn or string. Perform this puppet show sitting in a chair in front of the toddlers. **(see pattern at end of chapter)**

Characters: Lamb & Spider

Lamb: *(crying)* Baaaaa! Baaaa! Baaaa!

Spider: *(drops down on string)* Stop that! You are too noisy! You are hurting my sensitive spider ears. What's all the fuss about, anyway?

Lamb: EEEEEEEKK! *(runs away)*

Spider: Come back, lamb!

Lamb: I'm sorry, I didn't mean to run. You scared me.

Spider: Don't worry, little lamb. I won't hurt you. What's wrong? Why are you crying so loudly?

Lamb: *(crying again)* Baaaa! Baaaa! I lost my girl. I can't find her anywhere.

Spider: Girl? Oh, my!! I hope her name is not Miss Muffet. Are you looking for Miss Muffet??

Lamb: No, no. Baaaa! I'm looking for Mary.

Spider: Whew! Oh, boy is that a relief! I'm glad you are not looking for Miss Muffet.

Lamb: Why???

Spider: Because.. I frightened Miss Muffet away. All I did was sit down beside her, and off she ran. *(crying now, too)* Boo, hoo, hoo! No one likes me, everybody hates me, I think I'll go eat flies! Oh, why does everyone think I'm ugly and scary??

Lamb: Oh, spider! Don't feel so bad! Don't be so sad! Look at me. *(moves closer to spider)* See, I'm not afraid of you. I'm not running away. And I don't even think you are ugly.

Spider: You...you don't?

Lamb: No, not at all, and you, uhhhh, have ahhhh, beautiful eyes, yeah, that's it, beautiful eyes.

Spider: Do you really think so?? Are you sure you are not just saying that to make me feel better?

Lamb: Why, no really, I mean it. Your eyes are nice and black and bright, and...and BEADY! I bet you can see so very well with those nice eyes. I bet you could even see Mary. *(crying again)* Oh, Mary, Baaaa! Baaaa! MARY!! Come and find your little lamb with fleece as white as snow. Baaaaaaaaa!!

Spider: Awww, lamb, please don't cry. How about if I crawl to the very top of my web. I'll use my beady eyes to see her. What does she look like?

Lamb: Well, she is six years old and her two front teeth are missing. She has blonde curly hair with a big blue bow on top. She was wearing her favorite blue dress, and carrying a notebook, pencils, and a lunch sack.

Spider: It sounds like your Mary was on her way to school.

Lamb: Oh dear! Then I must go to school, because everywhere that Mary goes, I must surely go.

Spider: But you can't go to school.

Lamb: Why not??

Spider: Because, it's against the rules. It would make the children laugh and play to see a lamb in school. Mary would get in trouble and the teacher would send you out.

Lamb: Baaaa! Baaaaa! Baaaa!

Spider: Boy, you really do miss Mary lots, don't you.

Lamb: Yes, I love her...and she loves me, too.

Spider: She loves you? Really?

Lamb: Yes.

Spider: Oh, I wish somebody loved me. But everyone is afraid of me.

Lamb: Spider?

Spider: Yes?

Lamb: I'm not afraid of you.

Spider: You're not?

Lamb: No. And spider...

Spider: Yes?

Lamb: I love you!

Spider: You do? Really? oh YIPPEE! I love you too, little lamb. You wait right here and I'll go to the top of my web and watch for Mary when the school bell rings. Thank you, thank you lamb.

Lamb: No, thank you, spider. And tomorrow I'm going to have my Mary tell your Miss Muffet that you are BEAUTIFUL!

Spider: Yeah?

Lamb: Yeah!!

Spider and Lamb: *(To audience)* Isn't it nice to have someone to love?? Bye!!!

Fairy Dreams

Toddlers love tiny things – like fairies.

Story Suggestions

Fyleman, Rose. A Fairy Went A Marketing.
Manson, Beverlie. The Fairy's Alphabet Book.
Wells, Rosemary. Fritz and the Mess Fairy.

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Fairy Gardening Flannel Board

Share the book *A Fairy Went A Marketing*. According to fairy lore, every kind of plant has its own kind of fairy. All the fairies look different. Tell the children that fairies sleep all day while children are awake, and tend gardens at night while we're asleep. To have happy fairies, you need plants that attract butterflies and ladybugs (fairy taxis) and birds, bees, and toads (fairy helpers). Daisies are fairy umbrellas, lambs ear leaves are fairy blankets, and roses are fairy beds. Make a flannelboard about fairies using the patterns and these ideas. Sing the song *Fairy Went A Marketing* from the recording *Daydreamer* by Priscilla Herdman (Music for Little People, 1993). **(see pattern at end of chapter)**

Craft Sack Puppets

Use the patterns to assemble a fairy puppet for the toddlers. Photocopy the pattern and cut out. Glue the face to the flat bottom of a lunch sack. Cut out the fairy wings and glue to the back of the sack. Let the toddlers color and take home. **(see pattern at end of chapter)**

Fingerplay

This is the Fairy's Wash Day

This is the fairies wash day.
With an acorn for tube,
(cup hands)
And tiny leaves for wash boards
(show palms)
Each fairy rubs and rubs.
The fairy sheets so white and fine
Upon the grass are lying.
(motion of spreading)
The spider spins a line for them
(twirl finger in circular motion)
And now the sheets are drying.

From *Ring a Ring O'Roses*

Be a Traveler

Take a dream trip with these books.

Story Suggestions

Allen, Pamela. Who Sank the Boat?
Burningham, John. Mr. Gumpy's Outing.
Schecter, Ben. If I Had a Ship.

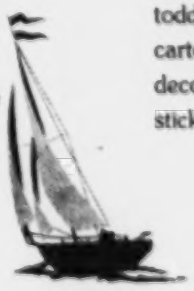
Mr. Gumpy's Outing Flannel Board

Use the patterns of Mr. Gumpy, the boy, the girl, rabbit, cat, dog, pig, sheep, chicken, cow, and goat. **(see pattern at end of chapter)**

Activity

Paint the Sky

Use colored scarves to paint the sky. Talk about the various colors. Also reach for the moon, clouds, and stars.



Fingerplay

Rowing

Waves, waves, back and forth,
Rock the boat all day.
(rock)
We row and row so we can go
Somewhere far away.
(pretend to row)

Souvenir

Treasure Boxes

Empty egg cartons are perfect for storing toddler sized treasures. Paint or color the carton before the children come. Let them decorate their own treasure box with animal stickers.

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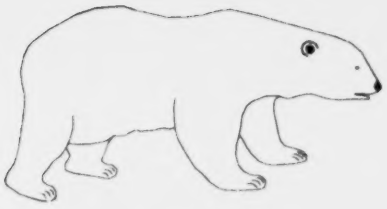
Bear Dreams

The best dreams are full of bears.



Story Suggestions

Asch, Frank. Milk and Cookies.
Neuman, Pearl. When Winter Comes.
Oppenheim, Joanne. Could It Be?
Weiss, Nicki. Where Does the Brown Bear Go?

Milk and Cookies Flannel Board

Use the patterns to make the book into a flannel board story. **(see pattern at end if chapter)**

Fingerplay

Little Bear

This little bear goes to bed,
Down on the ground she lays her head.
(lay head on hands)
She hugs herself and curls up tight.
(hug yourself)
And settles down for a long winter night.

Activity

Participation Story

In the book *Could It Be?* a bear is asleep hibernating, but has trouble waking up when spring arrives. Encourage the children to make the following sound effects as they appear in the story: ice cracking, bear, fish, bird, cat, dew drops dripping, crickets, bunny, frog, duck, chipmunk, turtle, fly, raindrops, deer, caterpillar, butterfly, worm, rainbow, bee, and honeycomb.

Craft

Texture Bears

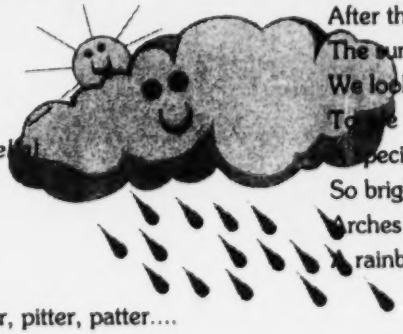
Pre-cut the shape of a bear from heavy paper for each child. Provide crumbled chocolate cookie crumbs and non-toxic glue sticks for the children to make their own brown bears.

Rainbow Dreams

When you think of rainbows, you think of dreams and wishes.

Story Suggestions

Freeman, Don. A Rainbow of My Own.
Ginsburg, Mirra. Mushroom in the Rain.
Kalan, Robert. Rain.
Martin, Bill. Listen to the Rain.



Fingerplay

The Rain

Put up your umbrella
(pretend to put up umbrella)
To keep yourself dry.
Put up your umbrella
There's rain in the sky.
(point to sky)
Pitter, patter, pitter, patter, pitter, patter....

Poem

After the Rain

After the rain
The sun may shine,
We look in the sky
To see a sign—
A special sign
So bright and bold
Arches the sky
A rainbow to behold

Souvenir

Rainbow Hat

For each hat, you will need **one 8-3/4" white paper plate** and various colored **curly ribbons**. You will also need **crayons, scissors**, and a **hole punch**. Trim the bottom 2-1/2 inches from the plate. Cut out the center, leaving a 2-inch-wide brim that fits like a headband. Using crayons, each child colors the headband with rainbow stripes. Punch a hole at both ends of each stripe. Tie a matching piece of ribbon through each hole.

Music

Little April Shower from Walt Disney's Bambi, Walt Disney, 1988.

The World is a Rainbow from *We All Live Together*, II. By Steve Millang, Michael Brent Publications, 1982.

Activity

Make Rainbows

Make rainbows by hanging various sizes of prisms or crystals in a window. Another idea is to put a pan of water in the window with a smooth edge mirror in the bottom. Tap a piece of white paper on the window so the rainbow falls on it.

When I Grow Up, I Want To Be...

Story Suggestions

Barton, Byron. I Want to be an Astronaut.
Rockwell, Anne. Fire Engines.
Brown, David. Someone Always Needs a Policeman.
Houghton, Eric. Walter's Magic Wand.

Action Rhyme

Magic Feet (do the actions as suggested in the fingerplay)

Have you seen my magic feet
Dancing down the magic street?
Sometimes fast, sometimes slow,
Sometimes high, sometimes low.
Come along, pretend with me.
Dance just like my feet, you see.
First we kick, then we hop,
Then we spin, then we STOP!

from *1001 Rhymes and Fingerplays*

Song

Twinkle, Twinkle, Little Star Flannel Board

Use the pattern at the end of the chapter to make flannel pieces to use when reciting *Twinkle, Twinkle, Little Star*. Make numerous stars. Count the stars together after completing the rhyme. The pattern can also be copied to take home as a coloring sheet.

Action Rhyme

Spaceship Ride

Do you want to go with me to the moon?
Let's climb in our spaceship and blast off soon.
(pretend to climb in spaceship)
Faster and faster we reach toward the sky,
Isn't it fun to be able to fly?
(raise arms up high)
We've reached the moon and turned around,
Now it's back to Earth — down, down, down.
(sit down slowly while lowering arms)
from *Get Ready, Get Set, Grow*

Fingerplay

The Fire Fighter

This fire fighter rings the bell. *(thumb)*
This fire fighter holds the hose so well. *(index)*
This fire fighter slides down the pole. *(middle)*
This fire fighter chops a hole. *(ring)*
This fire fighter climbs higher and higher. *(pinky)*
And all the fire fighters put out the fire!

Activity

Stop, Drop, and Roll

Review the importance of this idea in simple terms. Show the children how to stop, drop, and roll. Let them practice with the help of adults.

Song

Make a copy of the Dalmatian on pellon (interfacing available at craft and fabric stores), along with the letters s,m,o,k,y to make a flannel board. Sing the song *Smoky* to the tune of *Bingo*. **(see pattern at end of chapter)**

There was a fireman had a dog
And Smoky was his name–O
S–M–O–K–Y
S–M–O–K–Y
S–M–O–K–Y
And Smoky was his name–O.

Song

The Police Officer Keeps Us Safe (tune of "The Wheels on the Bus)

The police officer keeps us safe,
Keeps us safe, keeps us safe
The police officer keeps us safe,
And helps if we get lost.

Action Rhyme

I'm a Police Officer

I'm a police officer
(point to self)
With my star,
I help people,
Near and far.
If you have a problem
(point to another)
Call on me,
And I will be there,
One, two, three.
(hold up fingers one at a time)

Activity

Role Play

Borrow a shirt from your city police force. Add a toy badge, hat, walkie talkie, and a pad for writing tickets. Talk with the children and allow those who wish to role play. .

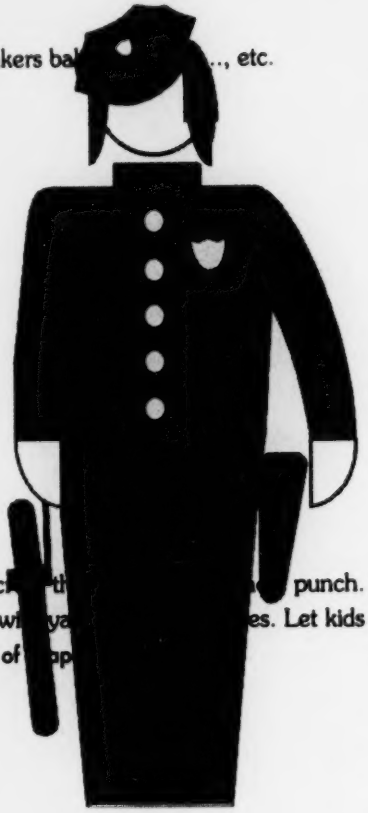
Song

Career Song (to the tune of *The Farmer in the Dell*)

The fire fighters are brave,
The fire fighters are brave,
Heigh-ho, what do you know?
The fire fighters are brave!

Other verses

The barber cuts your hair..., Doctors keep us well..., Bakers ba..., etc.



Rhyme

Workers of All Kinds

All around us you will find
Working people of all kind—
Teachers, vets, and dentists who
Have important jobs to do.
Doctors, nurses, fire fighters, too,
And police officers dressed in blue.

from *1001 Rhymes and Fingerplays*

Souvenir

Mobile

Cut out the pattern of the space shuttle. Punch holes ac...th... ... punch. Cut out the police hat and fireman badge and hang from the holes wi...ya... ...es. Let kids take these home to color or color in the library. (see pattern at end of ...p...)

Toddler Time Activity Sheet

Stories:

Fingerplay:

Activity:

Toddler Time Activity Sheet

Rabbits with Dreams

Stories: Bailey, C. Little Rabbit who Wanted Red Wings.
Dodds, A. Do Bunnies Talk?
Hoban, T. Where is it?
Rowe, J. Rabbit Moon.
Wellington, M. Night Rabbits.

Fingerplay: "Little Rabbits"

See the little rabbits
Peeking through the grass,
(peek through fingers).
When they see me (point to self),
They duck down fast! (crouch down to floor).

Activity: Do the "Bunny Hop!"
from Animal Walks
by Georgiana Stewart,
Kimbo, 1987.

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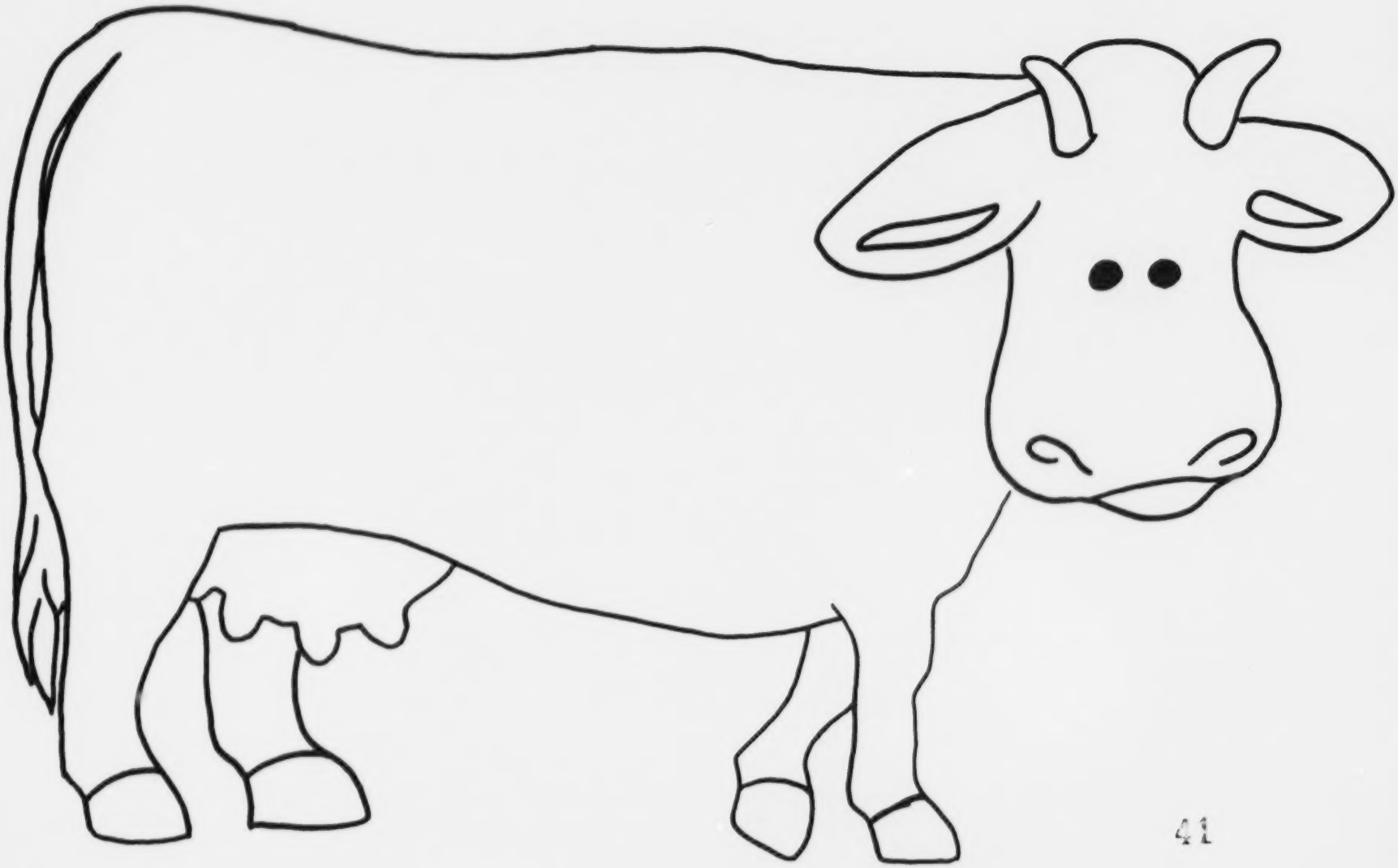
Sample

Fingerpainting



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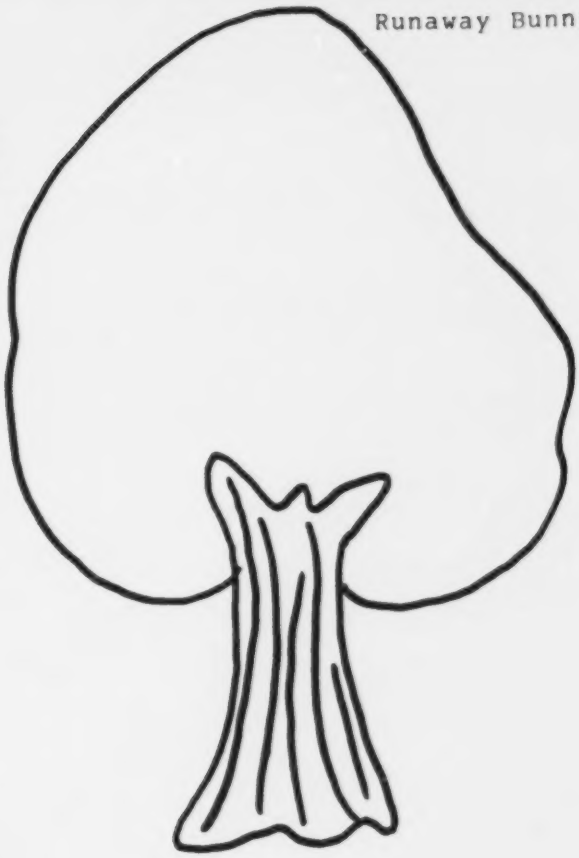
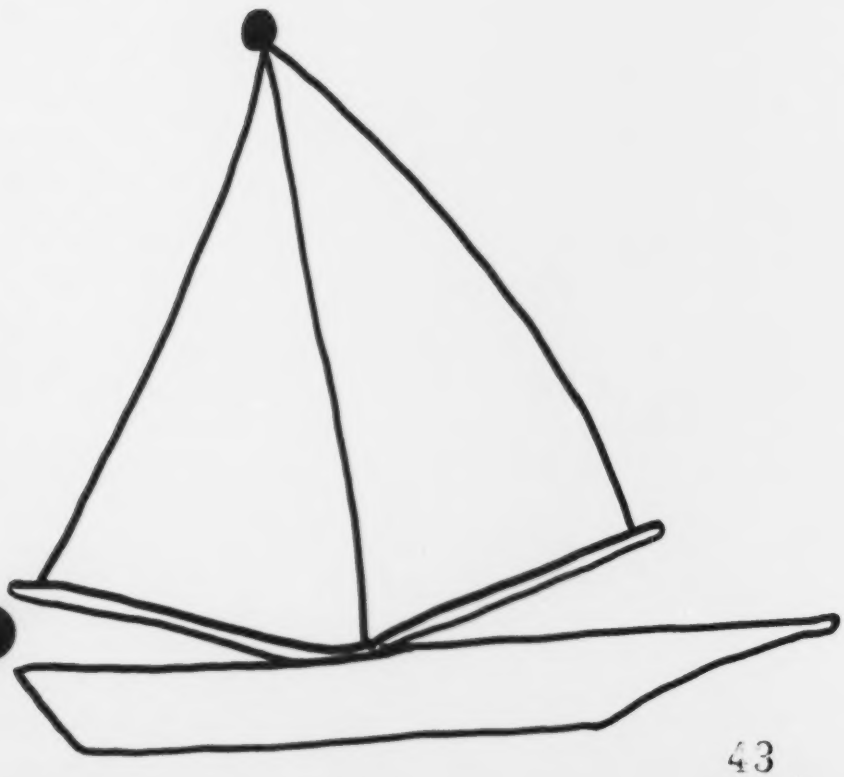
Runaway Bunny Flannelboard Pattern





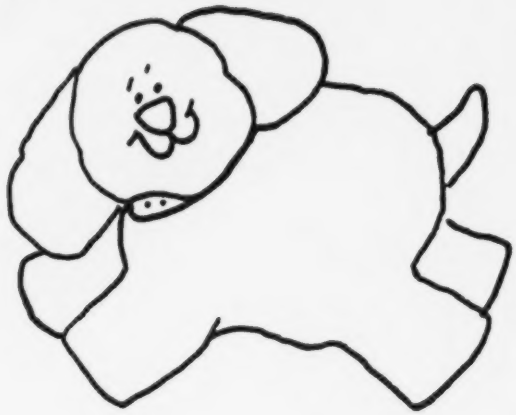
MARY HAD A LITTLE LAMB PATTERN

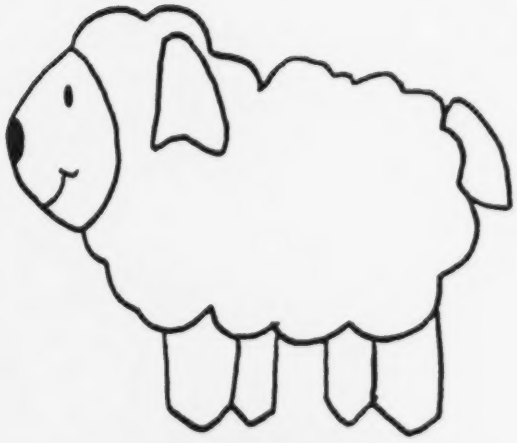
Rabbit Fingerpuppet

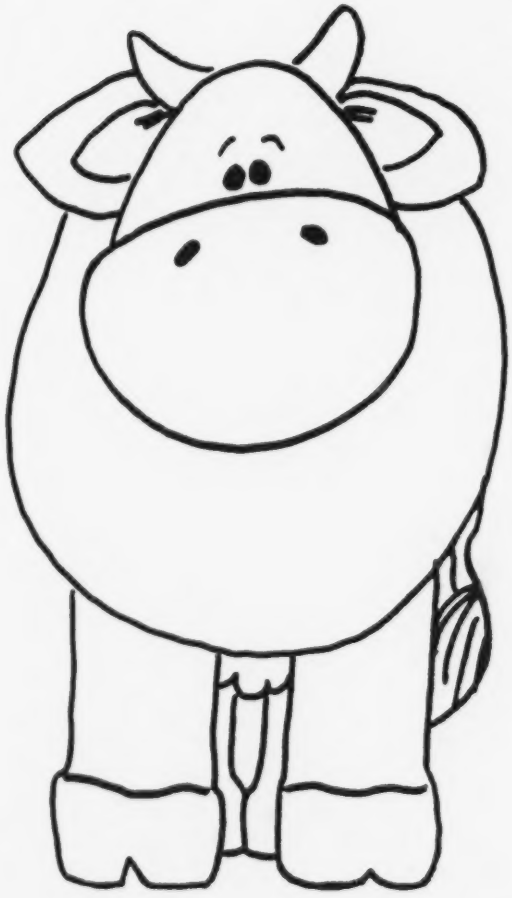
MARY HAD A LITTLE LAMB PATTERN

Mr. Gumpy's Outing, cont.

Mr. Gumpy's Outing Flannelboard



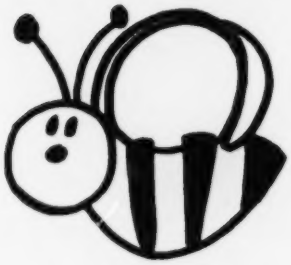


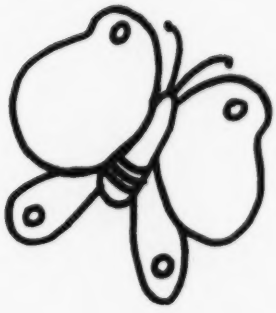


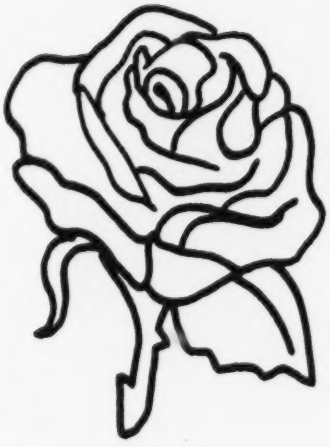
Baby Bunny

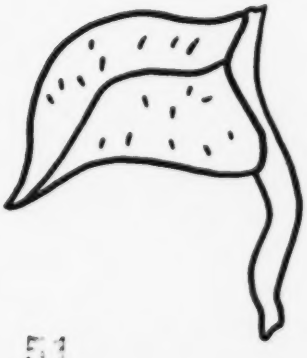
Fairy Sack Puppet - head

Fairy Sack Puppet - wing (cut 2)

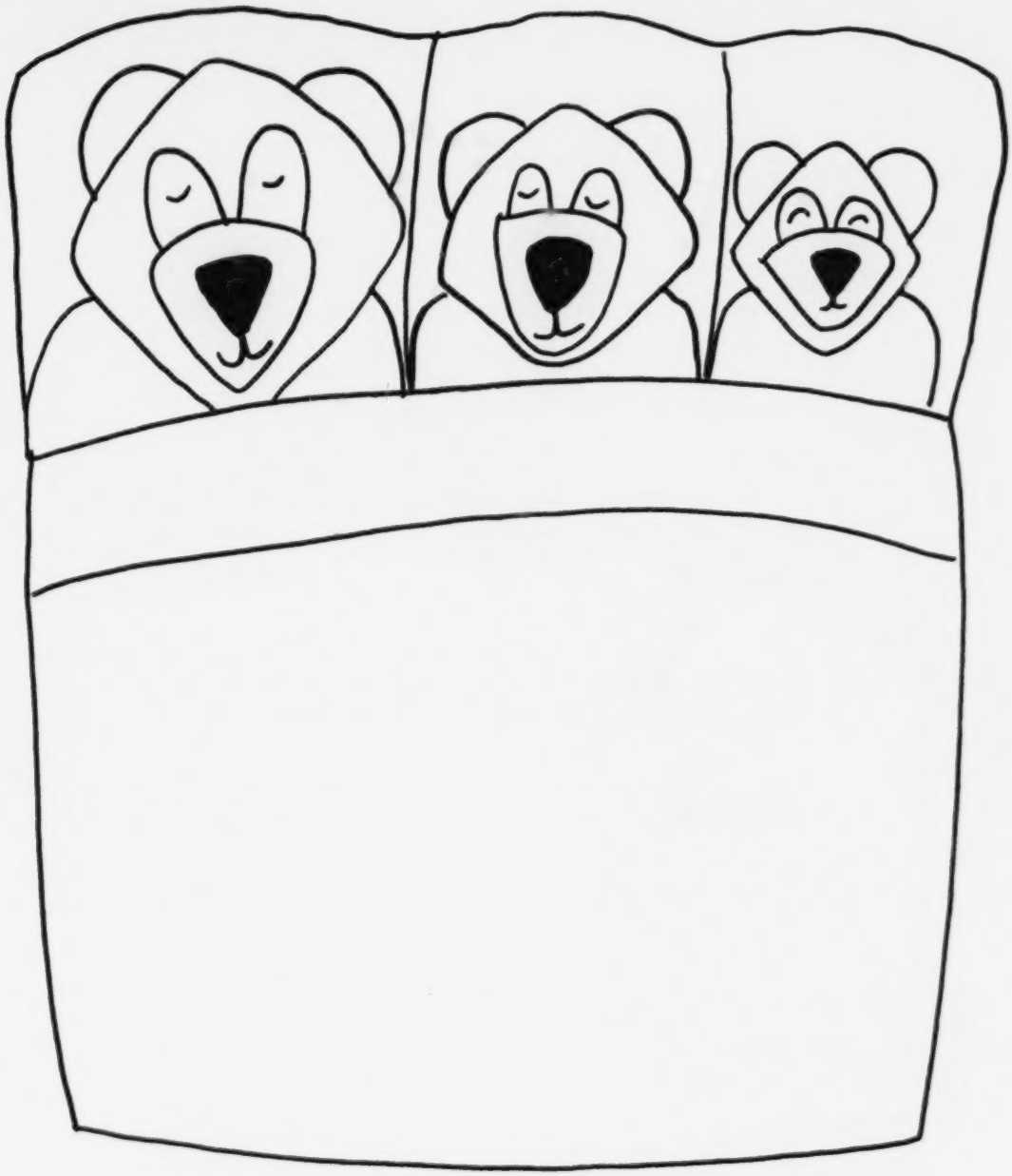


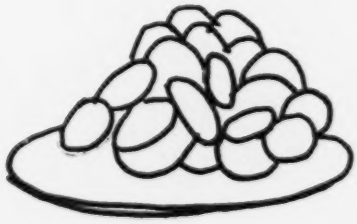




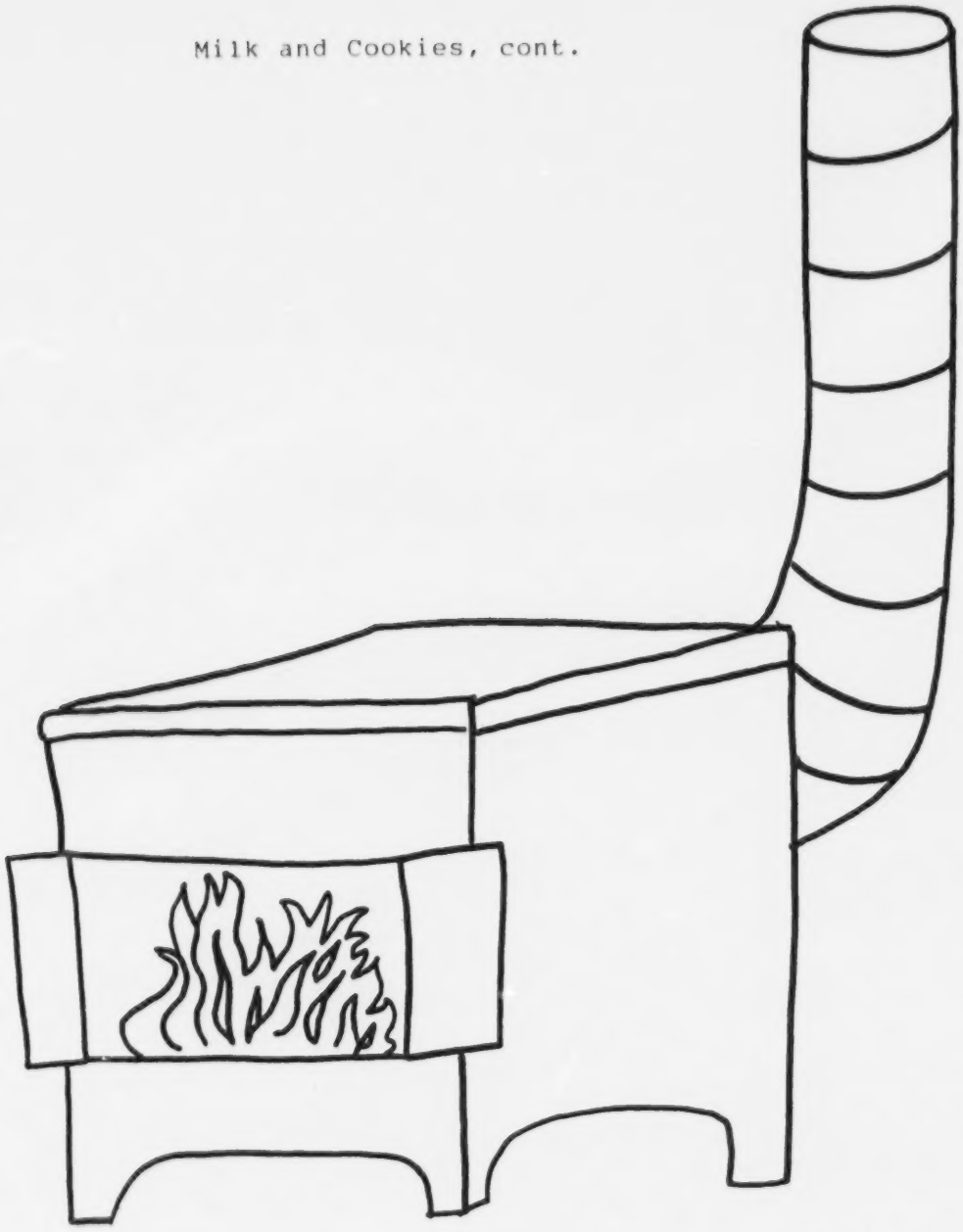


Milk and Cookies Flannelboard

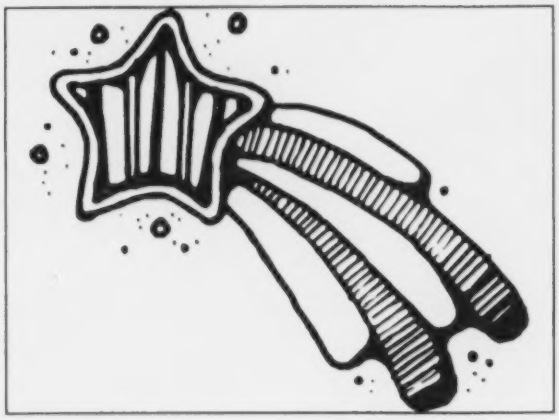




Milk and Cookies, cont.



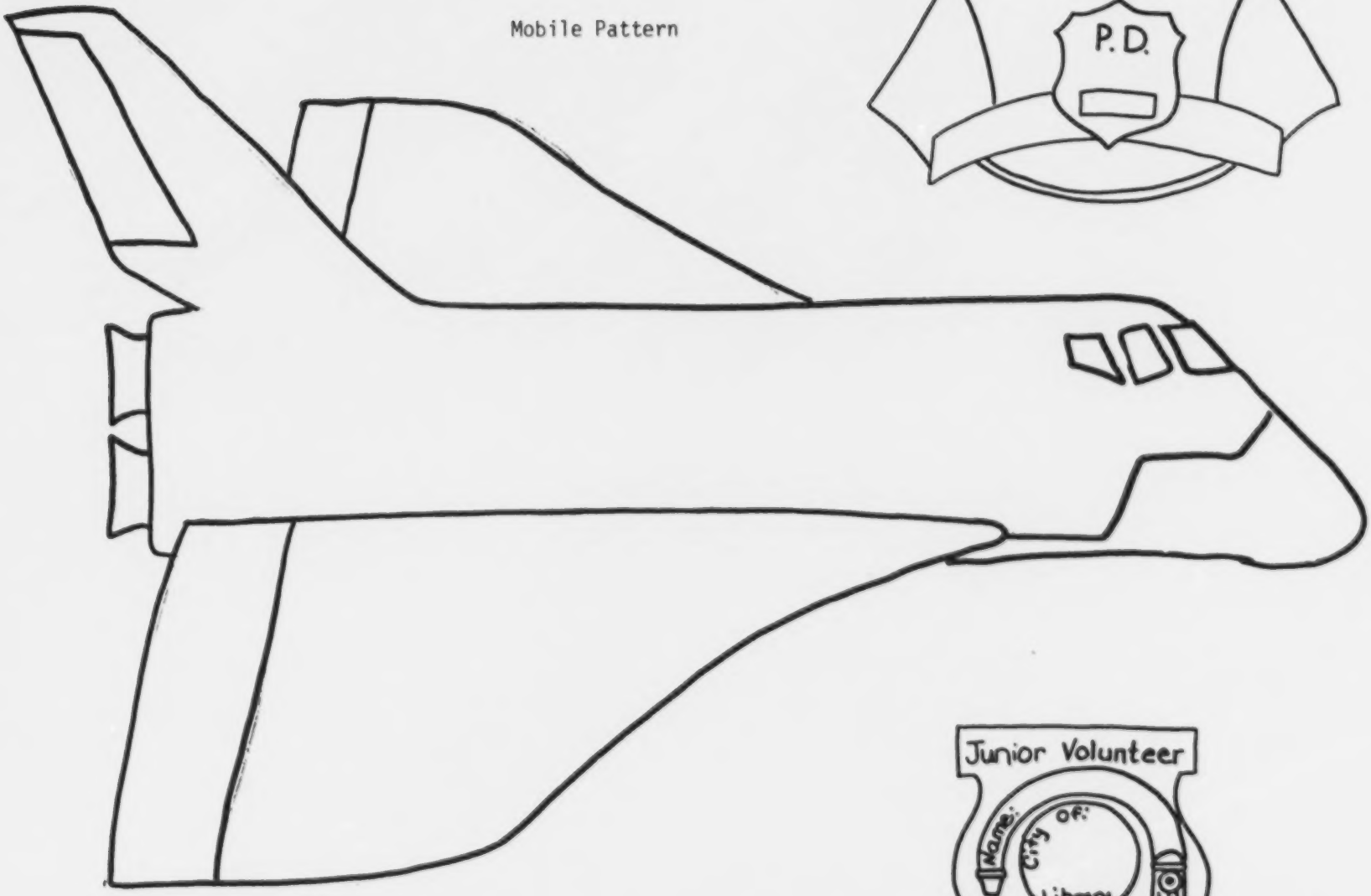
Twinkle, Twinkle, Little Star Flannelboard

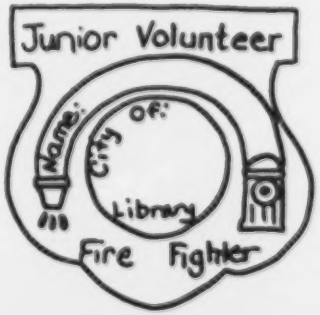


Twinkle, twinkle, little star,
How I wonder what you are!
Up above the world so high,
Like a diamond in the sky.

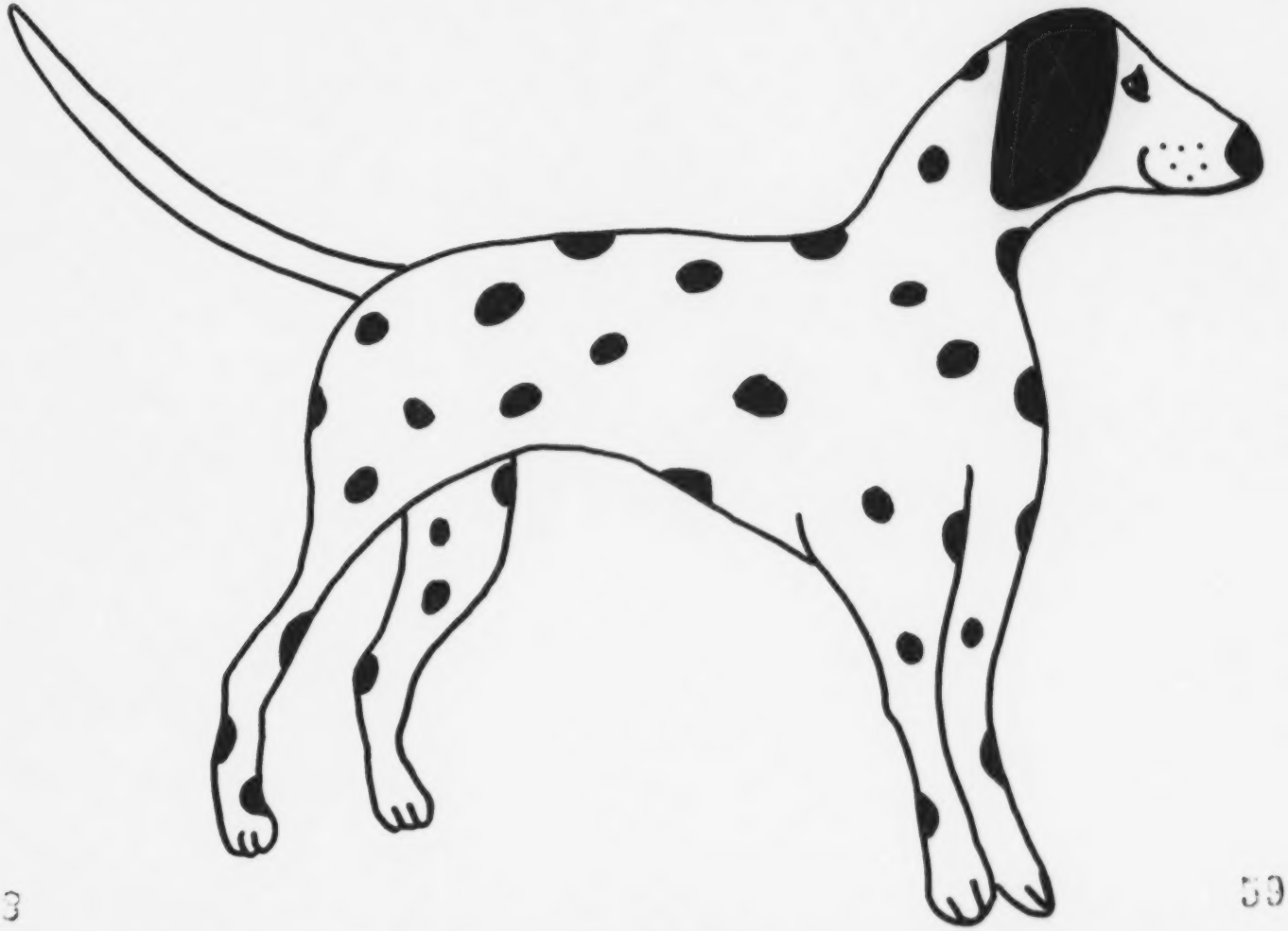
When the blazing sun is gone,
When he nothing shines upon,
Then you show your little light,
Twinkle, twinkle, all the night.

Mobile Pattern





Smoky Flannelboard



Preschool Storytime Ideas

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Unicorn Dreams

Play on a child's fascination with these imaginary creatures.

Story Suggestions

Coville, Bruce. Sarah's Unicorn.
Marzollo, Jean. The Baby Unicorn.
Mayer, Marianna. The Unicorn Alphabet.
Reinach, Jacqueline. Happy Birthday, Unicorn.
Tester, Sylvia. One Unicorn: A Counting Book.
Westerberg, Christine. The Cap That Mother Made.

Poem

***Unicorn* by William J. Smith**

The unicorn with the long white horn
Is beautiful and wild.
He gallops across the forest green
So quickly he is seldom seen
Where peacocks their blue feathers preen
And strawberries grow wild.
He flees the hunters and the hounds,
Upon black earth his white hoof pounds,
Over cold mountain streams he bounds
And comes to a meadow mild;
There he kneels to take his nap,
He lays his head in a lady's lap
As gently as a child.

from *Imagination*

Rhyme

Unicorn Cowgirl

Salty is a unicorn,
I ride him when I can.
A fairy helped me saddle him
And across the fields we ran.
I feel just like a cowgirl
When I'm sitting way up high.
One day I'll ride him very fast
Up to the clear blue sky.

Craft

Unicorn Horns

Pre-cut one six-inch circle from **gray paper** for each child. Pre-cut a three-inch slit in the paper from the edge to the center of the circle. Shape each circle into a cone and tape into place with clear tape. Punch two holes in the cone near the base, directly across from each other. Through each hole, string a length of **yarn** long enough to tie around a child's forehead. Tie on each child's forehead.

Music

Unicorn Secrets by Kevin Roth from *Secret Journey*, Marlboro Records, 1987.

Song

Peter Had a Unicorn

(To the tune of *Mary Had a Little Lamb*)

Peter had a unicorn
It's coat was black as night,
And on her head
between her ears,
She has a horn of white.

Peter tried to take his pet
For show and tell one day,
But every time he reached the school
His unicorn ran away!
from *Imagination*

Action Rhyme

The Unicorn

I am called a unicorn
(point to self)
I look just like a horse,
(paw at ground with foot)
Except between my ears
I have
(point to ears)
A pretty horn, of course!
(put fist on forehead)

Craft

Paper Unicorn

Materials – Copy of the **unicorn pattern** on **white construction paper**, **scissors**, **crayons**, and two spring type **clothespins** for each participant.

Cut out the unicorn pattern. Children may color with crayons on both sides. Snap the clothespins on the body for legs and the unicorn will stand up!

(see pattern at end of chapter)

Be a Traveler

These stories have vehicles which travel to imaginary places.

Story Suggestions

Anderson, Joan. Harry's Helicopter.
Degen, Bruce. Sail Away Home.
Fleischman, Paul. Time Train.
Ringgold, Faith. Tar Beach.
Willard, Nancy. The Mountains of Quilt.
Yorinks, Arthur. Hey, Al!
Wade, Allan. I'm Flying.

Craft

Fantastic Flights

Share the books *Harry's Helicopter*. Invite children to write, draw, or make models of their own adventure stories in fantastic flying machines. Or, reproduce the helicopter pattern. Let children cut out and attach the rear rotor with a brass fastener. **(see pattern at end of chapter)**

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Fingerplay

I'm a Little Helicopter

I'm a little helicopter
Flying through the sky.
I go higher,
And see the clouds go by.
(stand up and twirl arms)
I'm a little helicopter
Flying all around.
Lower and lower,
Now I'm on the ground.
(sit down)

adapted from *1001 Rhymes and Fingerplays*

Song

Going on a Trip

(to the tune of *The Farmer in the Dell*)

We're going on a trip,
We're going on a trip,
Hi-ho the merry-o,
We're going on a trip.

Additional verses

We're going to a lake (mountain, beach, etc.)..., We're going there by car (plane, train, etc)..., We're going to be back soon...

Chant

Funny Birds
Walking in paradise
What do we see?
Strange yellow birds
Laughing at me!
R. Davis

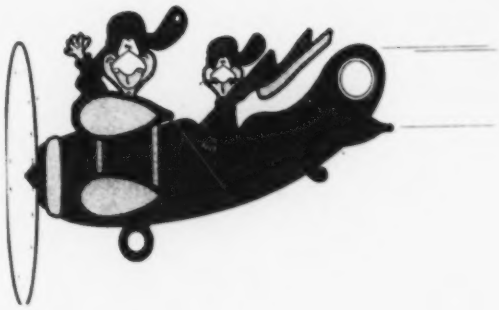
Repeat replacing the word yellow with tall, feathery, etc., and other words derived from the pictures of the birds in *Hey, Al!*

Action Rhyme

Hey, Al!

If I were a bird, high in the sky,
I'd flap my wings and fly, fly, fly. *(flap arms)*
If I were a dog, I'd go for a run,
And wag my tail, fun, fun, fun. *(wag body back and forth)*
If I were Al, I'd enjoy the day
And I would learn never to say
I'm so unhappy, I'm so blue,
Cause you never know when you might not be you!

R. Davis



Activity

Creative Pantomime

After sharing the book *Hey, Al!*, make your area into a tropical paradise. Tell the children to wear bright clothes, play island music, and serve snacks such as bananas and coconut. Discuss the story. Was Al happy? What did he do for a job? What does he want? What happens to Al? Next have the children do some pantomime of what Al's transformation was like. What do they think he did when he woke up and found he had a beak and feathers? Pantomime Al and Eddie trying to fly for the first time. What do you think Al did when he found himself back home again?

Craft

Magic Carpets

Give each child an 8-inch by 12-inch rectangle of **burlap**. Share the story *The Mountains of Quilt*. Provide **yarn** and **felt** scraps so children can decorate their "magic carpets."

Poetry

Share the poem *Magic Carpet*, from *A Light in the Attic* by Shel Silverstein.

Dreams of a Dog

Be sure and display the Reading Club poster with Carl on it when you share these books.

Story Suggestions

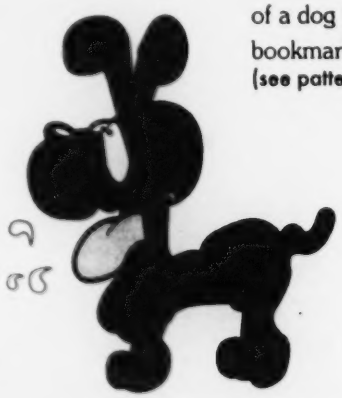
Carlson, Nancy. Good Dog, Carl.
Gackenbach, Dick. Dog for a Day.
Hall, Donald. I Am the Dog, I Am the Cat.
Harper, Isabelle. My Dog Rosie.
Yolen, Jane. Raining Cats and Dogs.

Rhyme

My Dog Rosie

My dog Rosie
Has a loud bark.
She barks in the yard,
She barks in the park.
Her very favorite toy
Is a new red shoe.
Toss it to her
And she brings it back to you!

R. Davis



Activity

Use the **pattern** to distribute coloring sheets of a dog reading. Make copies of the bookmark to distribute also.
(see patterns at end of chapter)

Dreams

Kids are natural dreamers and have unusual dreams. And some kids are just unusual, too!

Story Suggestions

Chesworth, Michael. Archibald Frisby.
James, Betsy. The Dream Stair.
Kline, Rufus. Watch Out for these Weirdos!
McCarthy, Bobette. Dreaming.
Pirani, Felix. Abigail at the Beach.
Nixon, Joan Lowery. Will You Give Me a Dream?
Rylant, Cynthia. The Dreamer.

Fingerplay

Shhh! (suit actions to words)

Shhh! Be very quiet.
Shhh! Be very still.
Fold your busy, busy hands.
Close your sleepy, sleepy eyes.
Shhh! Be very still.

from *Ring A Ring O'Roses*

Chant

Best Thing

What thing can you do the best?
Help us so we can guess.
Can you draw or read a book
Can you sing or
Tell us now
Give us a clue
For we like you.

CHANT

Magalena Hagalena

Chorus: Magalena Hagalena
Ooka Taka Waka Taka
Oka Moka Poka was her name!

She had two teeth
In the middle of her mouth
One pointed north
And one pointed south.
(repeat chorus)

She had two eyes
In the middle of her head
One was green
And the other was red.
(repeat chorus)

She had ten hairs
Hanging down
Five were orange
And the rest were brown.
(repeat chorus)

ACTIVITY

Get Moving with Creative Dramatics

Preschool children have already developed the roots of drama and movement when they learned to play and pretend. Develop this imagination skill using creative dramatics. Choose stories to "act out" using creative drama that have a clear story line, are age and developmentally appropriate, include a dramatic conflict, have a limited number of scenes, are favorites, and can have as many or as few parts as are needed for your group. Some stories that work well are: *Whose in Rabbit's House, The Greentail Mouse, There's a Nightmare in My Closet, Two Bad Ants, and Where the Wild Things Are*. Use creative dramatics to explore the elements of the story, such as setting, characters movements, and reactions.

CRAFT

Fingerwigglers

Copy or trace the **pattern** on to **posterboard**. Cut out and color as desired. Make rings out of posterboard and **tape** into circles that will fit over a child's index and middle fingers. Tape the rings to the back of the legs. This can be the moon or a dream figure. Decorate with **crayons** as desired. **(see pattern at end of chapter)**

Native American Dreams

These stories explore the dream tradition of some Native Americans, as well as imaginings of what it is like to be a member of that culture.

STORY SUGGESTIONS

Medearis, Angela. Dancing with the Indians.
Osofsky, Audrey. Dreamcatcher.
Sheldon, Dyan. Under the Moon.

CRAFT

Dreamcatcher

The dreamcatcher originates from Native American mythology. The belief was that dreams, both good and bad, descended from the heavens. The bad dreams were trapped in the dreamcatcher's web and held until the early morning sun evaporated them with the dew. The good dreams were filtered through the web to the one who was sleeping. Make pretend dreamcatchers using **clear plastic lids** from deli containers, **markers, a hole punch, and yarn.** Punch a hole in the rim of a plastic lid, then thread the string through and tie with a knot. Let the children draw web patterns on the lid with markers. Show them a real dreamcatcher to get ideas. If the lids are hung in a window, the pattern can be seen well. Glue on feathers if desired.

FINGERPLAY

Sleepy

(suit actions to words)
I'm sleepy, very sleepy.
I want to stretch and yawn.
I'll close my eyes and just pretend
That daylight time has gone.
I'll breath so softly, be so still,
A little mouse might creep
Across the floor, because he thought
That I was fast asleep.

from *Ring a Ring O'Roses*

Be a Magician

Learn a simple magic trick to go along with these stories.

STORY SUGGESTIONS

Houck, Eric. Rabbit Surprise.
Lester, Helen. The Wizard, the Fairy, and the Magic Chicken.
Mckee, David. The Magician Who Lost His Magic.
Robertson, Janet. Oscar's Spots.

RHYME

Magic Wand

You get a present in the mail
But you don't know who wrote
You open up the box and see a magic wand
and note.
You get a drink and stare a bit
At the magic stick you've found.
You accidentally knock over the glass
To form a puddle on the ground.
Just for fun you start to play
And wave your magic wand.
The puddle that the water made
Grows into a pond.
You think "Hey, that's a super trick"
And give the wand a shake.
Too late you notice that the pond
Has turned into a lake.
"It's getting deep" you realize
And swim toward a tree.
While climbing up, you drop the wand
And the lake becomes the sea.
You're scared to death you've lost the wand
Till you see a bobbing motion.
You dive and swim to get the stick
And the sea becomes the ocean!
You're getting tired, you've lost all hope
But gather strength and cry,
"I wish I read the directions first"
And suddenly you're dry!
The ocean's gone, but the puddle remains
Wand and note beside your toes.
The note says "When you wave this wand,
Whatever is beneath it grows."

Craft

Rabbit Trick

Share the book *Rabbit Surprise*. Each child needs a **heavy paper cup**. **Tape** a circular rim **of poster board** to the rim of the cups so it looks like a top hat. Insert a **straw** into a **styrofoam ball** that will fit inside the cup. **Glue paper rabbit ears** on the top of the ball. Draw eyes, nose, and mouth with a **marker**. Poke a hole in the bottom of the cup and put the straw through. The rabbit can now jump out of the hat.

Activity

Demonstrate a Magic Wand

Use a plastic comb, plastic flyswatter handle, or plastic feather duster handle as your wand. Collect small bits of tissue paper. Rub a wool cloth back and forth on the wand. Wave the wand over the tissue paper. The tissue will stick to the wand. The wool charges the wand with static electricity, which attracts the tissue. This demonstration works best on a dry day.

Be a Jungle Explorer

Many children have aspirations to travel where the wild animals are. They can!

Story Suggestions

Bodsworth, Nan. A Nice Walk in the Jungle.
Lacome, Julie. Walking through the Jungle.
Tafuri, Nancy. Junglewalk.
Tworkov, Jack. The Camel Who Took a Walk.
West, Colin. One Day in the Jungle.

Chant

Crocodile Pool

I went to the crocodile
pool,
Where the crocodiles think
it's cool
Because they don't follow
rules.
They stayed on the
bottom,
And all that arose
Was just a great big
crocodile nose.

R. Davis

Chant

This is the Way the Boa Slides (To the tune of *This is the Way We Wash Our Clothes).*

This is the way the boa
slides, boa slides,
Boa slides.
This is the way the boa
slides
So early in the morning.

Repeat with "Boa climbs," "Boa circles," and "Boa squeezes."

from 1001 Rhymes and Fingerplays

Action Rhyme

Snake

With diamonds in his eyes
(make diamond with hands)
He slithers under summer
skies.
(make sun by circling arms over head)
Drawing a green line in the
grass,
(draw a squiggly line in the air with finger)
He makes me jump when I
pass!
(jump on the word "jump")

Activity

Window Jungle

You will need small pieces of natural sponge, parsley, mustard, and bean sprout seeds, string, and thumb tacks. Soak the sponges in water, then squeeze lightly so they are not dripping. Poke the seeds into the holes of the sponge. Tie a length of the string around each sponge. Hang the sponges in from of a window and keep them moist. The window jungles will sprout in about a week.

Monster Dreams

Sometimes dreams can be a little scary, but not these!

Story Suggestions

Bennett, David. One Cow, Moo, Moo!
Bernhard, Durga. Alphabeasts.
Heller, Nicholas. Goblins in Green.
McNaughton, Colin. Here Come the Aliens!
Sendak, Maurice. Where the Wild Things Are.
Snow, Alan. The Monster Book of ABC Sounds.

Rhyme

Masquerade

It's masquerade today
Let's celebrate this way
Clap our hands and shout "Ole!"
It's masquerade today!
(repeat with "stomp our feet, circle our arms, and circle around" in place of "clap our hands")

traditional Puerto Rican chant

Poetry

Share the poem *Monsters I've Met*, from *A Light in the Attic* by Shel Silverstein.

Activity

Creature Slime

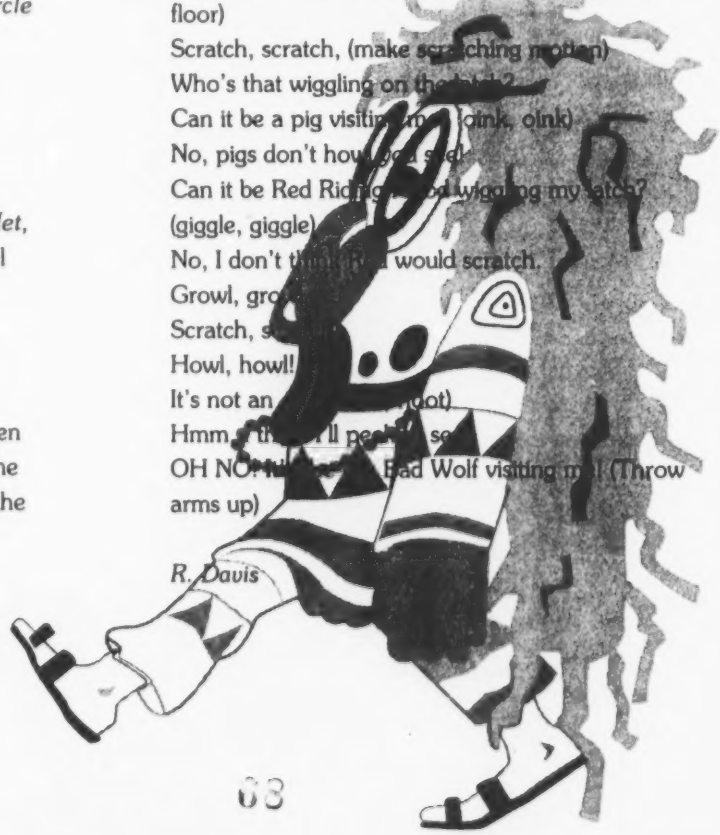
Materials: Cornstarch, water, green food coloring, plastic bowl. Mix the cornstarch and water until it has the consistency of mashed potatoes. Add the green food coloring. Distribute a little to each child to practice "sliming" like a monster!

Action Rhyme

Who's That?

Howl, howl, thud, thud, (slap floor)
Roar, roar! (roar out loud)
Who's that knocking on the door?
Pound, pound, (hit floor) stamp, stamp, (stamp on floor)
Scratch, scratch, (make scratching motion)
Who's that wiggling on the door?
Can it be a pig visiting me? (oink, oink)
No, pigs don't howl and scratch.
Can it be Red Riding Hood wiggling my latch? (giggle, giggle)
No, I don't think Red would scratch.
Growl, gro
Scratch, s
Howl, howl!
It's not an
Hmm,
OH NO!
Bad Wolf visiting me! (Throw arms up)

R. Davis



Music

Imagination by Fred Penner from *What a Day*, Oak Street Music, 1994. *Children Under the Bed* by Bonnie Phipps from *Monster's Holiday*, Wimmer Ferguson, 1992.

Chant

I'm Glad

I'm glad I'm not
An octopus, boa, or bat
But these three, I'm sure would agree
Wouldn't want to be me!

Craft

Creature Create

Make creature masks from **paper sacks and construction paper**. Have the creatures dance (with a child's help) to *The Monster Rap* from the Halloween Fun sound recording.

Be a Princess / Prince

Show pictures of a real princess or prince, such as Caroline or Charles. Then share these stories.

Story Suggestions

Compton, Joanne. Ashpet.
Jackson, Ellen. Cinder Edna.
Minters, Frances. Cinder-Elly.
Myers, Bernice. Sidney Rella and the Glass Sneaker.
Onyefulu, Obi. Chinye.
San Souci, Robert. Soot Face.
Wright, Kit. Tigerella.

Craft

Fairy Godperson

Materials for each fairy godperson:

- nine-inch square of fabric
- a fabric marker
- a cotton ball
- a ribbon scrap
- a pipe cleaner
- a star sticker

Place the cotton ball in the center of the fabric square. Gather the fabric around the cotton ball to form a head. Tie the ribbon scrap around what would be the neck and secure with a bow. Wrap the pipe cleaner around the neck as arms. Place the star sticker at the end of one arm. Draw a face on the fairy godperson using the fabric marker. **(see pattern at end of chapter)**

Activity

Wishes

Wishes are usually granted in Cinderella type stories. Discuss what the children would wish for and record their wishes on a poster to put up in the library.

Chants

Say some popular magic words or chants, such as "hocus pocus," "double, double, toil and trouble," or "bibbidy-bobbidy-boo." Have the children make up their own magic words and print them in a booklet to display in the library.

Flannel Story or Puppet Show

Octorella

R. Davis

Setting for this story is underwater. Make the following stick puppets or flannel pieces using the patterns provided: **(see pattern at end of chapter)**

Octorella (Octopus), Sister Crusty (Crab), Sister Wiggles (Jelly Fish), Mother Shrimpy (Shrimp), Fairy Codmother (Fish), and Prince Eightarms (Octopus).

Scene One

(Octorella is sweeping and humming. Sister Crusty enters.)

Crusty: Octorella! Aren't you finished bottom sweeping yet. You still need to untangle the seaweed garden and make some clam chowder for dinner. And I want you to sharpen my claws before I get my beauty rest. Hurry up!

Octorella: I'm sorry, Sister Crusty dear. I'm just so tired and hungry. Could you help me a little, please?

Crusty: What?? Are you crazy?? I'm not a bottom sweeper, and I don't do seaweed. Besides, if I help you I won't have time to put my new mud pack beauty treatment on.

(Sister Wiggles enters)

Sister Wiggles: Octorella! I'm waiting for you to braid my tentacles. Hurry up with that sweeping. And another thing, I'm hungry. Where's my clam chowder??

Octorella: I'm sorry, Sister Wiggles. I'm hurrying.

Sister Wiggles: Well, hurry faster!

(Mother Shrimpy enters)

Mother Shrimpy: Girls, girls! Oh, my beautiful sea urchins, I have wonderful news. Prince Eightarms is having an underwater ball at the Coral Palace tonight, and we are invited!

Sister Wiggles: A ball! What fun. Now, hurry it up, Octorella. You must help me dress for the ball so I can meet Prince Eightarms.

Sister Crusty: Yeah, Octorella, you must help me fix my hair so I can meet Prince Eightarms also.

Octorella: Can I go to the ball??

Crusty: You? Why you are all dirty, tattered, and torn.

Wiggles: Yeah! We don't want you to go—we would be embarrassed. Besides, you don't have anything to wear.

Mother Shrimpy: No, Octorella, a ball is no place for you. You will stay home and polish all the pearls in our collection. Crabby, Wiggles, hurry along now and get ready for the ball.

(Shrimpy, Wiggles, and Crabby exit.)

Octorella: Oh! I wish I could go to the ball. Prince Eightarms is so handsome. (Sigh!)

Fairy Codmother: My, my, I thought I heard a wish in the water, and here you are, Octorella.

Octorella: Who are you? Where did you come from and how do you know my name?

Fairy Codmother: I'm your Fairy Codmother, and I have come to answer your wish.

Octorella: Oh, my! I didn't even know I had a Fairy Codmother. But can you help me? I was wishing to go to the ball at the Coral Palace and meet Prince Eightarms.

Fairy Codmother: I think that can be arranged.

Octorella: But look at me—I'm a mess and I have nothing to wear.

Fairy Codmother: I will take care of that, too. Bring me 10 pearls from your pearl collection.

(Octorella exits and returns)

Octorella: Here they are.

Fairy Codmother: Good. Stand back while I do some magic. Bubbly sea foam, coral bright, get Octorella to the ball tonight!

Octorella: Why, look! The pearls have turned into a beautiful ball gown and a trusty seahorse. And look, one, two, three, four, five, six, seven, eight lovely mother-of-pearl slippers that fit perfectly on my eight octopus feet! Oh, thank you Fairy Codmother.

Fairy Codmother: No trouble at all. Just be back before the last air bubble busts at midnight. If you are not, your dress and shoes will turn back into pearls.

Octorella: I will! Goodbye!

Fairy Codmother: Have fun, child! (Exits)

Scene Two

(Octorella enters ball)

Octorella: I can't believe I'm here at the ball. Look, there's Crusty and Wiggles. And there is Prince Eightarms. He is so handsome. Wait...he's coming this way!

Prince Eightarms: Hello there. May I have this dance with you, my lovely Octopus?

Octorella: Certainly, Prince Eightarms. (They begin dancing and laughing. Bubbles begin to pop. After the twelfth one)—

Octorella: Oh no! The last air bubble! I must go. Goodbye!! (Runs out)

Prince Eightarms: Wait! I don't even know your name. Oh, she's gone. What's this. It's one of her mother-of-pearl slippers...and here's another, and another. Eight! Eight mother-of-pearl slippers! I will not rest until I find the eight dainty feet that fit these slippers!

Scene Three

Octorella: I'm so glad I got to go to the ball. Prince Eightarms was so nice and charming.

(Crabby and Wiggles enter)

Crabby: Ho, Octorella. Did you miss a fun party.

Wiggles: Yeah, it was great, in spite of the fact that Prince Eightarms danced all night with some octopus. She ran out at midnight and didn't even take her shoes!

Shrimpy: Yes, and now the Prince is determined to marry the one whose feet fit the shoes.

(A loud knock at the door and announcement "Make way for Prince Eightarms!")

Prince: Hello ladies. I'm searching for a special girl, one whose beautiful feet fit these eight dainty slippers. Would you like to try?

Crabby: Me first, me first. I have eight legs.

Prince: Uuuuugh! These dainty shoes won't fit on your pointy hard feet. You are not the one. Who's next to try on the shoes?

Wiggles: Me, me me! My feet aren't pointy—try me!

Prince: Ohhhh! your feet are all soft and squishy—like jelly. These shoes keep sliding off! You are not the one either! Anyone else?

Crabby & Wiggles: NO!

Octorella: How about me??

Crabby & Wiggles: You Octorella??? Ha, ha, ha! She thinks the prince might want to marry her!

Prince: Silence! Come my dear, try these shoes. My, but you do have dainty feet. And look, the first shoe fits. And the second and third, fourth, fifth, sixth, seventh, and eighth. It is you, my lovely octopus. Please marry me!

Octorella: I will, I will! Goodbye sisters!! (Octorella and Prince exit.)

Wiggles: Humpf! I guess they will live happily ever after.

Crabby: Yeah, as happy as you can be when you have eight legs!

THE END

Dream of a Perfect World

These special books promote cultural understanding and peace.

Story Suggestions

Agell, Charlotte. Dancing Feet.
Gilkow, Louise. For Every Child, A Better World.
Hamanaka, Sheila. All the Colors of the Earth.
Leventhal, Dorothy. What Is Your Language?
Tabor, Nancy. We Are a Rainbow/Somos Un Arco Iris.
Children Just Like Me.

Action Rhyme

African elephants swing their long trunks,
(swing arms in front as trunk)
Pandas in China lunch on bamboo.
(rub tummy)
In Egypt camels go galloping along,
(gallop)
Australia has wallabies and kangaroos.
(jump)
Rattlesnakes like it sunny and hot,
(wipe brow)
South polar penguins love cool ice and snow.
(shiver)
Animals change in all parts of the world,
(spread arms wide.)
But kids are kids wherever you go!

Action Rhyme

How to Make a Happy Day
Two eyes to see nice things to do,
Two lips to smile the whole day through,
Two ears to hear what others say,
Two hands to put my things away.
A tongue to speak sweet words today,
A love filled heart for work or play.
Two feet that to you gladly run
To happy days for everyone.
(Follow directions in verse)

Music

If I Could Be Anything by Rosenshontz from *Rosenshontz Tickles* .

Craft

Heart in Hand

You will need:

- construction paper –1 sheet pink and 1 sheet red
- pencil
- scissors
- glue
- crayons
- a 2" heart stencil for the kids to trace

Fold the pink paper in half like a book. Place your left hand on the top of the folded paper with your little finger and wrist along the folded edge. Trace around your fingers and hand, starting at the top of the little finger all the way around to the bottom of the thumb. Cut around your handprint through both layers of the paper except for the folded left side. Cut out hearts from the red paper using the stencil. Glue the heart to the hands as shown. **(see pattern at end of chapter)**

Gadgets Galore

Ask the children to imagine what kind of thing they might build or invent using tools.

Story Suggestions

Cole, Babette. The Trouble With Mom.
Lillegard, Dee. I Can Be a Carpenter.
Rockwell, Anne. Machines.
_____. *The Tool Box.*
Weiss, Ellen. The Tool Box Book.

Fingerplay

Make ten figures of the robot for a flannelboard or finger puppets. Use the following rhyme. **(see pattern at end of chapter)**

Ten Little Robots

Ten little robots, all in a row.
First they walked fast, then they walked slow.
Two little robots couldn't walk straight.
They ran in circles, then there were eight.
Eight little robots, all in a row.
First they walked fast, then they walked slow.
Two of the robots tried to do tricks.
They bumped their heads and then there were six.
Six little robots, all in a row.
First they walked fast, then they walked slow.
Two of the robots went out of the door.
They disappeared, then there were four.
Four little robots, all in a row.
First they walked fast, then they walked slow.
Two of the robots didn't know what to do.
They fell to the ground and then there were two.
Two little robots, all in a row.
First they walked fast, then they walked slow.
Two tired robots looked up at the sun.
They took a nap, and then there were none.

from *Scholastic* magazine

Activity

Making Machines

Materials:

- Glue
- tape
- boxes
- paper plates
- foam pieces
- plastic scraps
- fabric
- paper
- pencils.

Ask the children to think about different kinds of machines and describe what they do. Make a chart of all the machines they name. Ask children to think of a machine they would like to invent. It can be any pretend machine they would like. They can then make their creations using the materials provided.

Activity

Be a Machine

Divide children into groups of two to five. Each group must act out the movement of a machine. Choose familiar machines such as telephone, dish washer, can opener, washing machine, or car.

Craft

Tools

Let the children draw, color, cut, and paste pictures of tools to poster board. Cut strips of posterboard 2" wide and long enough to fit around a child's waist. Attach the tools to the posterboard "belt" with brads. Punch holes in the ends of the belt and tie around the child's waist with yarn through the holes.

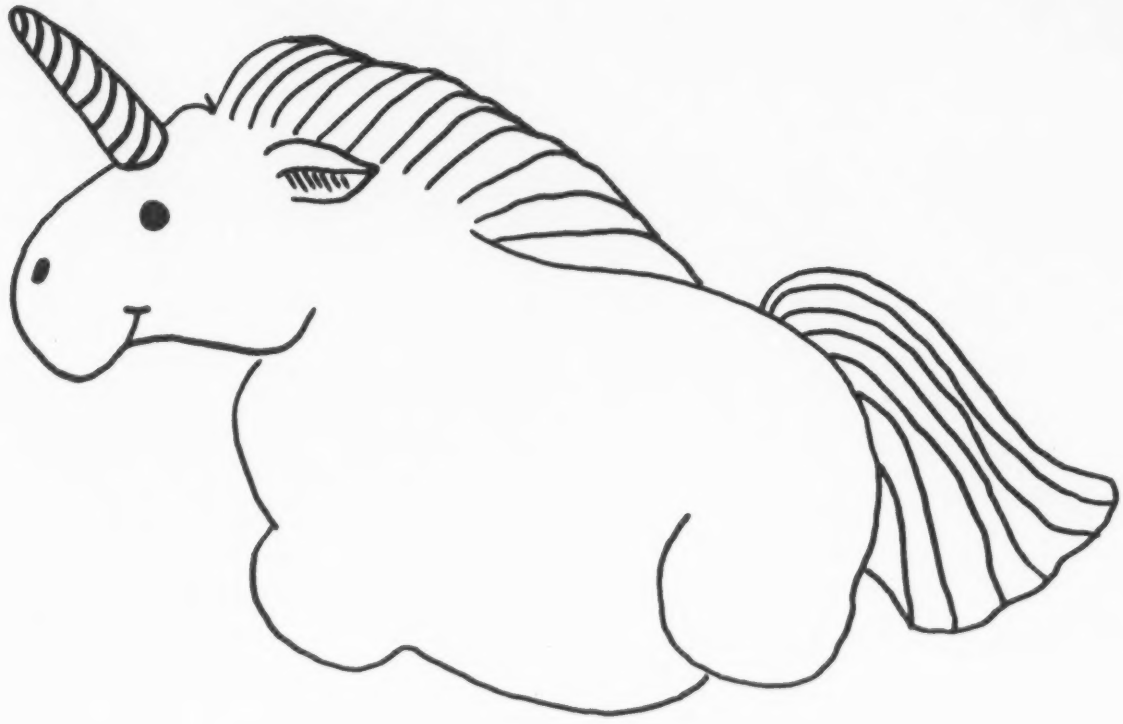
Story Time Activity Sheet

Stories:

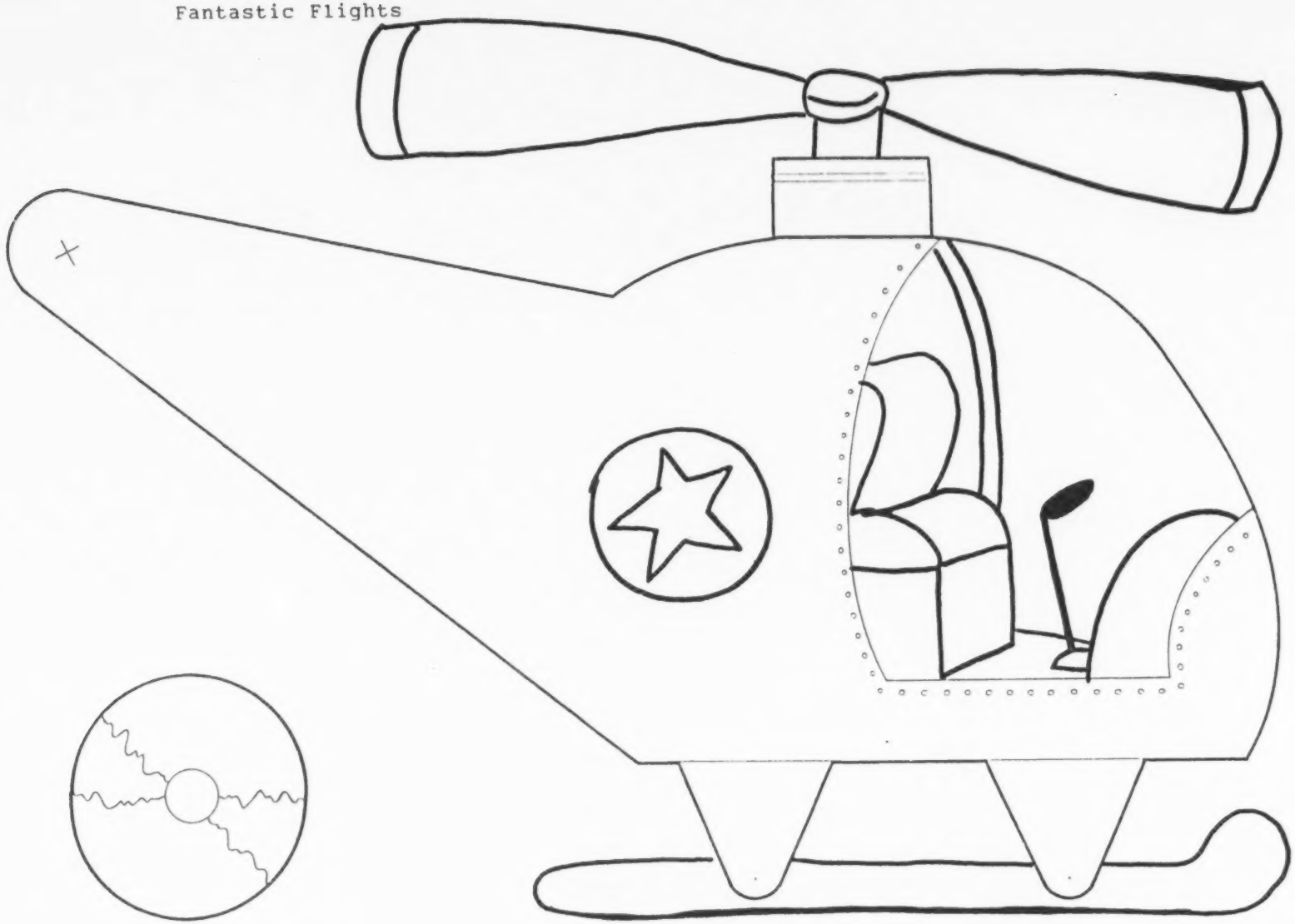
Fingerplay:

Activity:

Paper Unicorn



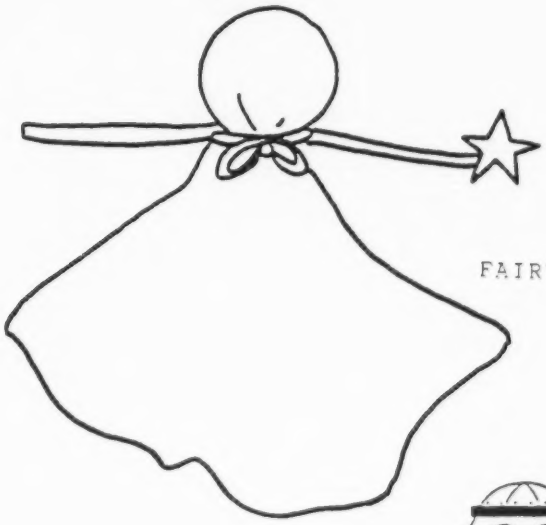
Fantastic Flights



Coloring Sheet

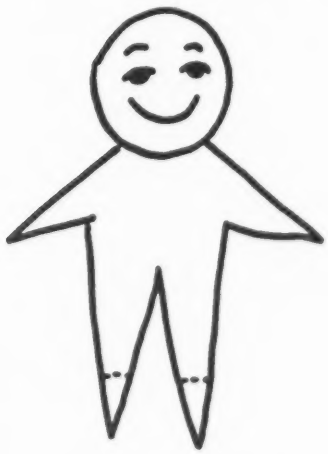
Heart in Hand

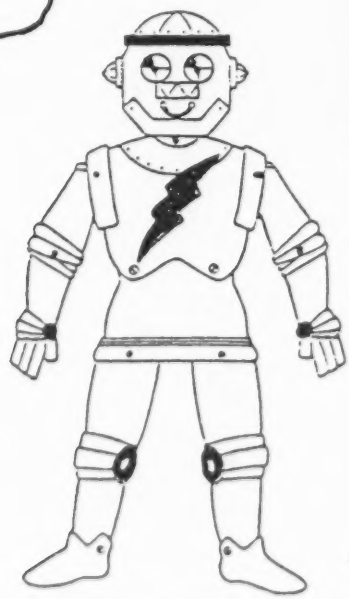
Bookmark



FAIRY GODMOTHER

Fingerwiggler



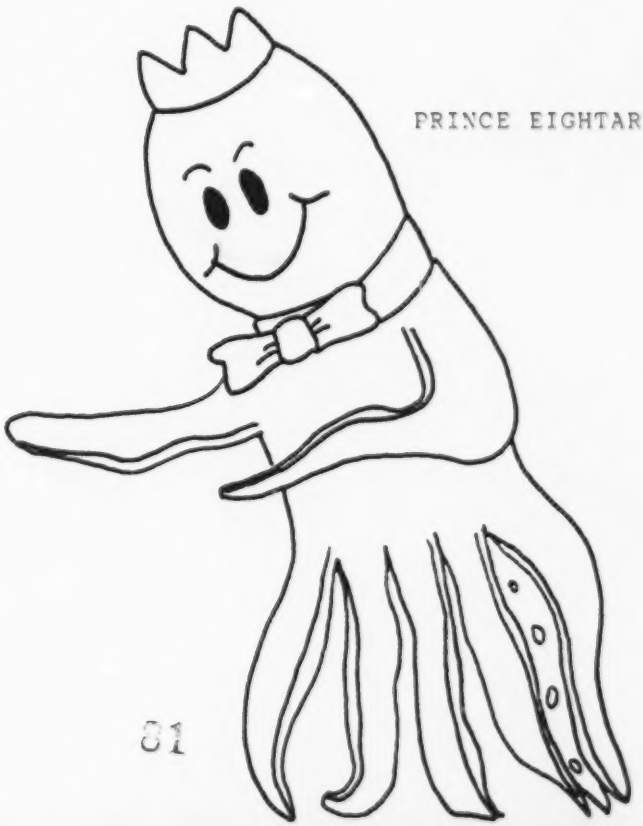


Ten Little Robots

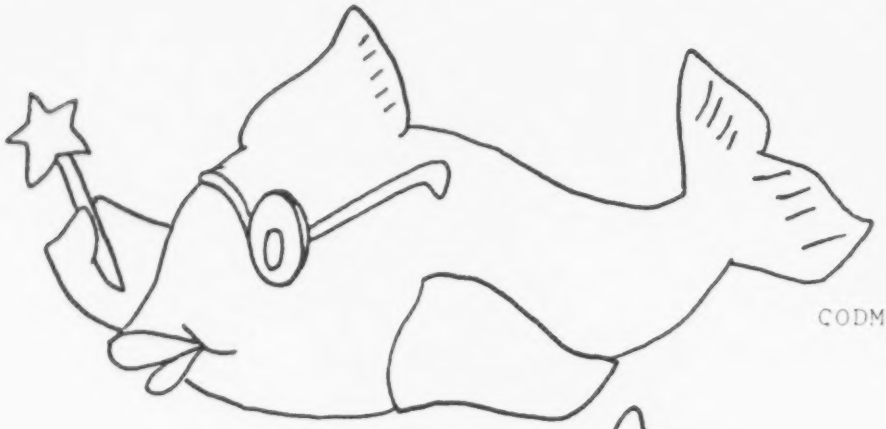
Used with permission, Scholastic Magazine, 1993.

OCTORELLA

MOTHER SHRIMPY

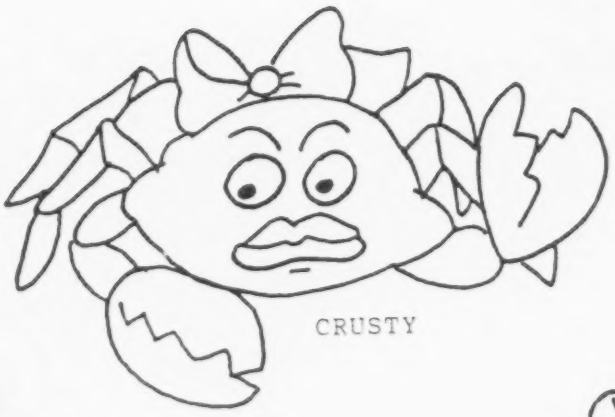


PRINCE EIGHTARMS



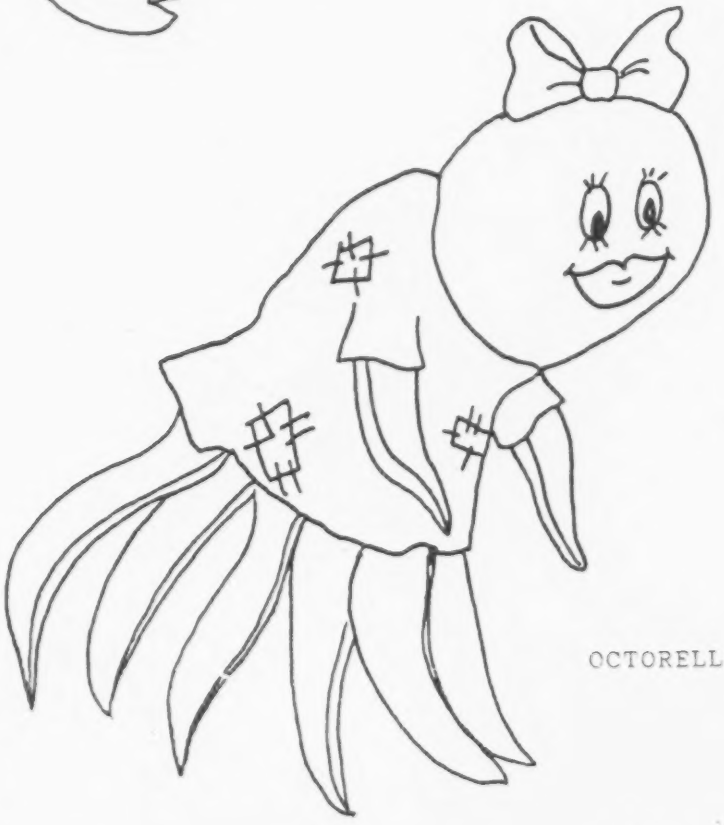
FAIRY

CODMOTHER

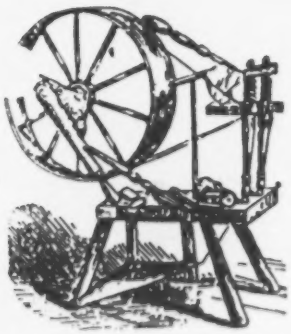


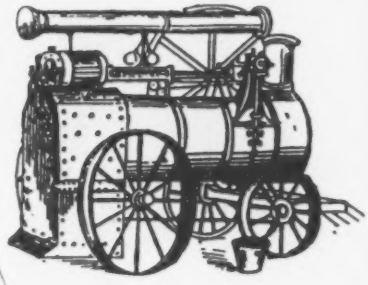
CRUSTY

WIGGLES

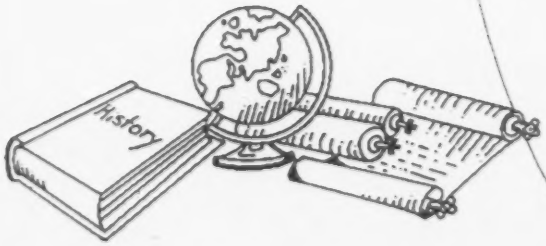


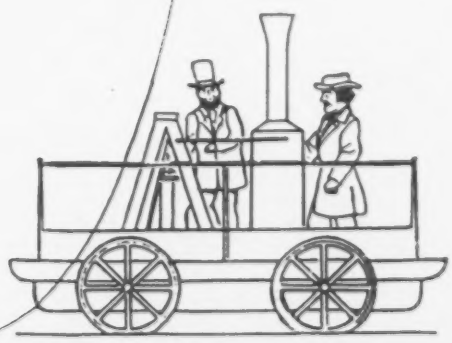
OCTORELLA PATTERNS





Elementary School-aged Program Ideas





What in the World?

Books

Bender, Lionel. Invention.
Fitzgerald, John. The Great Brain.
Getz, David. Almost Famous.
Murphy, Jim. Guess Again: More Weird and Wacky Inventions.
Murphy, Jim. Weird and Wacky Inventions

Inventors have always been on the alert for a better way to do things. Use the book *Weird and Wacky Inventions* and let the kids try to guess what each invention pictured was designed to do.
Show Reading Rainbow #71: *Alistair's Time Machine* video (30 minutes). Kids can get a look at inventions in this episode.

Bicycle Built for You

Books

Duffey, Betsy. The Gadget War.
Bains, Rae. Simple Machines
Landsmann, Sandy. The Gadget Factor.
Lampton, Christopher. Bathtubs, Slides, Roller Coasters: Simple Machines That are Really Inclined Planes.
Macaulay, David. The Way Things Work.
Morgan, Kate. The Story of Things.

The six simple machines pictured on the next page, which are all the basis for more complex machines, have had an enormous impact on everyday life. Examine a picture of a bicycle with the group. See how many of the simple machines they can identify in the structure of a bicycle. (Variations of all six machines are present.) Discuss what it would be like to live in a world without any wheeled vehicles. Describe the lifestyle – how would we communicate, travel, and work?

Divide your group into smaller groups and assign them each one of the simple machines. See which group can come up with the most machines based on their simple machine. Provide books and references to help them.

Leonardo's Inventions

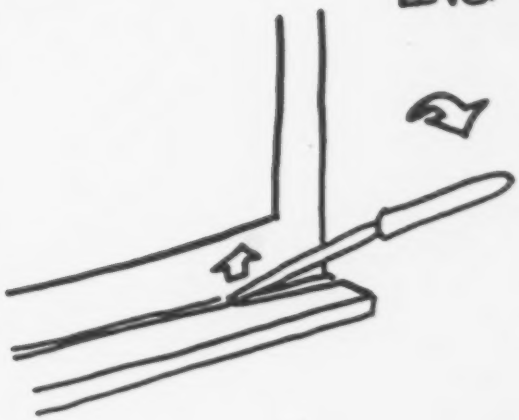
Books

Cooper, Margaret. Inventions of Leonardo da Vinci.
Galli, Letizia. Mona Lisa: The Secret of the Smile.
Lafferty, Peter. The Inventor Through History.
Stanley, Diane. Leonardo da Vinci.

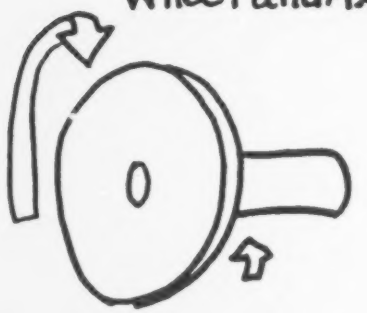
LEONARDO DA VINCI
(1452-1519)

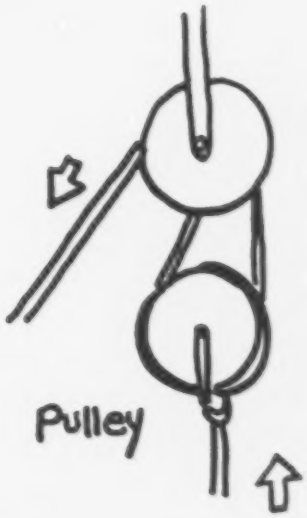
Share the book *Leonardo's Inventions* by Margaret Cooper or other books on the subject. Next, have the group look through old magazines and cut out pictures of modern day devices that might be traced back to Leonardo's ideas. Make a group collage for display.

Lever



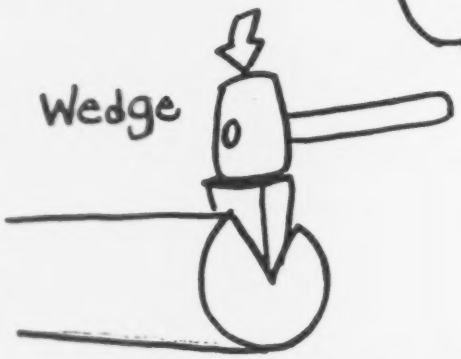
Wheel and Axle



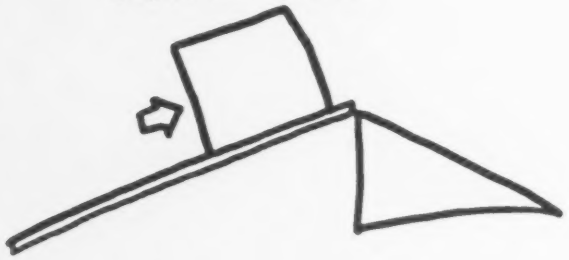


Pulley

Wedge



Inclined Plane



Screw

Activity

Voltaic Pile

Ben Franklin coined the word battery even though he never saw one. In 1800, ten years after Franklin's death, Alessandro Volta invented the first battery. Volta used discs of zinc and copper separated with paper soaked in salt water. Make this model of Volta's creation.

Materials:

- eight pennies
- eight dimes
- table salt
- vinegar
- paper towels

Dissolve a teaspoon of salt in three ounces of vinegar to make a weak acid solution. Place a dime on top of a penny. Tear a small square of paper towel and soak it in the vinegar solution. Cover the dime with the square of paper towel. Continue piling the pennies, dimes, and soaked paper towel squares until all are used. The bottom coin should be a penny and the top, a dime. Hold the pile firmly between your thumb and forefinger. You will feel a pulsation caused by the weak current of electricity produced by this model battery.

Inventing Game

Instruct children to take ordinary, everyday items and list their many potential uses. For example, a pencil might be used as a rolling pin or a knitting needle. Share ideas with the group.

"See the Light" Demonstration

Books

Aaseng, Nathan. Better Mouse Traps: Product Improvements That Led to Success.
Darling, David. Making Light Work: The Science of Optics.
Doherty, Paul. The Magic Wand and Other Bright Experiments with Light and Color.
Johnston, Tom. Light! Color! Action!
Murata, Michinori. Water and Light: Looking Through Lenses.

Use the following instructions to demonstrate Thomas Edison's invention.

You will need

- one 12–oz. clear plastic cup
- two 12–inch long thin gauge insulated copper wires
- one three–inch strand of picture hanging wire
- coarse sandpaper
- a small piece of poster board
- masking tape
- a 9–volt alkaline battery

THOMAS EDISON
(1847-1931)

A. Hold the sandpaper between your thumb and forefinger and strip the insulation off the ends of the copper wire by twisting back and forth on each end. Do this until the insulation shreds or pulls off the last inch or so and leaves the copper wire exposed.
B. Twist one end of the picture wire around one bare end of one copper wire. Do the same with the other end of the picture wire and the other piece of bare end copper wire.
C. Place the picture wire with attached copper wire in the plastic cup.
D. Cut a cover for the cup out of the poster board. Make two slits in the cover for the copper wire to be fed through. Slip the copper wire through the slits.

E. Place the cover over the cup. Make sure the picture wire and the attached copper wires are hanging freely in the cup. Tape over the slits to hold the copper wires in place.

F. Tape the cover to the cup.

G. Test the light bulb by attaching one end of the copper wire to one pole of the battery and the remaining end to the other pole. The "filament" (picture wire) should glow bright red for several seconds.

CRAFT

Spiral Spinner

This next simple "invention" shows what happens when air is heated. Cut spiral spinners using the **pattern** provided at the end of the chapter. Punch a small hole through the center of the black dot. Push one end of a piece of **lightweight thread** through the hole. Tie this end to the middle of a **toothpick**. **Tape** the toothpick to the back of the spinner. Take turns holding the spinners about 5 centimeters from a heat source (NOT a flame or stove!) such as a light bulb or radiator. Observe and discuss what happens.

CRAFT

Flashlight Fun

Reproduce the **pattern** of the flashlight and its parts for each child. Have the kids **color** and cut them out. **Glue** the light bulb in place. Glue the tab for the light bulb cover at the top only so the cover can be folded on the dotted line and lifted to reveal the bulb. Glue the battery holder to the flashlight handle. Fold the battery cover on the dotted line and glue the tab only just above the battery holder on the flashlight handle. The cover should lift to show the battery. Batteries can be glued to the battery holder. Make the on/off switch move by attaching it with a **brass fastener** through the x on the switch and the x on the handle. (see pattern at **end of chapter**)

Invention Pop Up!

BOOKS

Coleman, Bob. The Great American Idea Book.
Great Inventions.
Parker, Steve. 53-1/2 Things That Changed the World.
Ripley's Believe It or Not: Weird Inventions and Discoveries.

CRAFT

Invention Pop Up Book

Create a three dimensional pop up book using the following instructions. Small groups of children can work together to select, look up, draw, and construct a page for an invention that they feel is important. Compile all the pages together to make a group pop up book. Or, try "Lego™" inventions. Get a local toy store to donate or lend a supply of Lego™ pieces. Children can individually or in groups, build Lego™ "inventions."

For the pop up, you will need 9" x 12" paper. 1. Fold it in half. Cut a 1" x 4" rectangle off the top. 2. Make a dot with a pencil 3" from the top of the tab. Fold the tab down to this dot. Crease in the other direction on the same fold also. 3. Open the paper, then refold the tab so it fits down inside the two halves of the paper. Glue the inventions that the children have selected to the tab. **(see pattern at end of chapter)**

Flying Through Time

Books

Berliner, Don. Before the Wright Brothers.
deLleeuw, Adele. The Boy With Wings.
Nones, Eric. Angela's Wings.
Richards, Norman. Dreamers and Doers.
VanMeter, Vicki. Taking Flight: My Story.

Share series of stories that introduce the myth of Icarus, the ideas of Leonardo daVinci, and the success of the Wright brothers. Use the book *The Boy With Wings*. Include a craft of making wings inspired by one of these stories.

Craft

Space Shuttle Book

Reproduce the space shuttle **pattern** provided in previous chapter. Cut two horizontal parallel slits 4–1/2" long and 5–1/2" apart. Cut **white construction** paper in half lengthwise and **tape** five strips together end to end. Draw a line across the paper strip every 5–1/2". On the strip, have the children write or illustrate a space story. Each 5–1/2" square on the strip is a "page." Stories may go from top to bottom or bottom to top. Weave the paper strip through the slits in the shuttle from the back, over the front, and out through the other slit. Pull the strip to tell the story.

Fact Pyramid

Books

Bailey, Joseph. Small Inventions That Make a Big Difference.
Foltz, Charlotte. Mistakes That Worked.
Tucker, Tom. Brainstorm: The Story of Twenty American Kid Inventors.

Copy for each child the Fact Pyramid **pattern** found at the end of the chapter . Provide some of the books listed here which are about inventors and inventions. Have each child choose either the person or the invention. Then the children locate interesting facts about their choice. Write one fact on each of three sides of the pyramid and illustrate. Put the name of the inventor or invention on the fourth side and illustrate. Cut out the pyramids. Fold inward on all the dashed lines. **Glue or tape** the tabs to the adjacent edges making sure the tabs are inside the pyramid. Display the Fact Pyramids in the library.

Heros

Books

Delisle, Jim. Kidstories: Biographies of Twenty Young People You'd Like to Know.
Denenberg, Barry. An American Hero: The True Story of Charles A. Lindbergh.
Lewis, Barbara. Kids With Courage: True Stories of Young People Making a Difference.
Raphael, Elaine and Don Bolognese. Daniel Boone: Frontier Hero.
Turner, Ann. One Brave Summer.

BEST COPY AVAILABLE

Ask the children to name some book and true life heros, such as Daniel Boone, Nancy Drew, etc. Have them draw a fan club poster for their favorite hero. Display the posters in the library. Children may also write short stories featuring their hero. There are also many historical heros who try to help people refrain from violence. Show some biographies about these people, such as Ghandi, Martin Luther King, Jr., Mother Teresa, etc. Have the children make portraits of these peaceful heros and display them around the library.

Craft

Medals

Give the children a choice of medals to make. **Provide stencils of circles, hearts, eagles, etc.; scissors; paper, crayons.** Stencils can be purchased at arts and crafts stores or ordered from S&S Arts and Crafts, 800-243-9232. Let each child write a caption on their medal. These can be strung on ribbon to make necklaces.

Careers

Books

Freedman, *Russell. Kids at Work.*
Greenberg, Keith. Ben and Jerry.
Kalman, Bobbie. People at Work.
McHugh, Christopher. People at Work.

Films, videos, and booktalks can be used to introduce people with interesting lives in various careers. Play a simple version of "What's My Line?," with children assuming the identities of these individuals. Some interesting individuals are: Amelia Earhart, Carl Sagan, Agnes deMille, Georgia O'Keefe, Paul Robeson, Christina MacAuliffe, and Martin Luther King.

Job Applications

Working in small groups, have the children design job applications. These can be for a real or imagined career (doctor or storybook princess). Show children a real application. Explain items they aren't familiar with. Discuss necessary information. Let the children conduct mock interviews with their job applications.

ID Tags

Take Polaroid photograph head shots of each child and glue them to the upper left corner of index cards. Trim the photos if necessary. List the child's name, age, and library card number. Write the child's desired Future Occupation on each card. These I.D. cards could serve as membership cards in the reading club.

Forget Me Not Names

Books

Aaseng, Nathan. The Fortunate Fortunes.
_____. *The Problem Solvers.*
_____. *The Rejects.*
_____. *The Unsung Heros.*
Conford, Ellen. Nibble, Nibble, Jenny Archer.
Tchudi, Stephen. Burg-O-Rama.

Names of inventions and products are very important. Some product names are eponyms, or words that developed from the names of the real or mythical creator of a product. Examples of eponyms are Stetson hat, Frisbee, and Ferris wheel. Give the children a chance to dream up some names for new products, such as shampoo, soap, chewing gum, and breakfast cereal. Some examples are: "Batch of Bubbles," "Captain Clean," "Goofy Gum." To extend the activity, have the children make lists of as many names of a particular product as they can, such as Pepsi, Coke, 7–Up, etc., in five minutes. After choosing their new product, try to create a commercial. Before beginning this activity, discuss why people buy certain things. Have everyone think of their favorite commercial. Next, think of one that they can't get out of their minds. What makes a commercial hard to forget? After the discussion, have the children write a commercial for a new dog food, paper towel, or toothpaste. Have them write scripts and act them out after practicing.

Activity

Soap

Soap-making became a major industry in Italy around 1100 A.D. To most ancient peoples, soap was unknown. Some early people cleaned themselves with grease or ashes and then rinsed in rivers. Early Americans made a kind of soap from beef fat and ashes from fireplaces. Fill some plastic tubs with water and add several ounces of dishwashing liquid. Give each child a straw. Have them cut their straws with scissors into equal lengths. Using string to connect the straws, make each into a geometric shape. Dip the shapes into the soap and water, and soap "walls" will form on the sides of the shapes. (If this doesn't happen, add more soap to the solution.)

Summer Jobs

Books

Berry, Joy. Earn Your Allowance.

Drew, Bonnie. Fast Cash for Kids.

Jones, Vada. Kids Can Make Money, Too!

Otfinoski, Steve. The Kid's Guide to Money: Earning It, Saving It, Spending It, Growing It, Sharing It.

Saunders, Susan. Kate the Winner.

Children often end up with extra time on their hands during the summer. They can cash in on this time by doing odd jobs and chores in their neighborhood. Have a brainstorm session and think of all the jobs elementary–age kids might do, such as babysitting, weeding, pet care, car washing, lawn mowing, and cleaning.

Craft

Job Collage

Cut the **Yellow Pages** from old phone books. Let children **cut** out the ads and **glue** them to construction paper for a job collage.

Just for Fun

Books

Aardema, *Verna. Whose in Rabbit's House?*

Marzollo, Jean. I Spy Fantasy.

A Wizard's Dozen: Stories of the Fantastic.

Have a "Backward Day!" On the week before "Backward Day," remind kids to put on some article of clothing backward or upside down. T–shirts can be turned around, shoes put on the wrong feet, socks worn that don't match, etc. Tell kids to use their imaginations!

Greet the children with "Good bye!" and "See you later!" Write children's names backward on a chalkboard or large tablet. Pronounce the names and have everyone called by those "new names" during the program. Share a story but begin at the back of the book. This routine will cause all kinds of giggles. Be very serious when reading, as if there is nothing amiss. Divide into teams and have a simple relay. The team that comes in last will, of course, WIN!

Reader's Theater

Whose in Rabbit's House? Adapted from the book by Verna Aardema. Use the following script. Perform for parents! (Note: It is best to have the Long One hidden off stage until the end. Use a stuffed caterpillar or puppet caterpillar for this part.)

Characters:

Narrator 1, Narrator 2, Rabbit, Long One, Frog, Jackal, Leopard, Elephant, Rhino.

Narrator 1: Long, long ago a rabbit lived on a bluff overlooking a lake. A path went by her door and led down the bank to the water.

Narrator 2: All the animals used that path when they wanted to get a drink of water from the lake. Every day, at dusk, Rabbit sat in her doorway and watched the animals. But one evening, something happened...

Rabbit: Hummm, hummm. Time to go in my lovely house. Oh! What is that noise in my house??

Long One: I am the Long One. I eat trees and trample elephants. Go away or I will trample on you!

Rabbit: That's my house. Come out! Come out of my house at once!

Long One: Go away! Or I will trample you!!

(Frog hops up)

Frog: Hello, Rabbit. What is wrong? Why aren't you inside your house eating supper?

Rabbit: Someone is in my house. He won't come out, and I can't get in.

Frog: I think I can get him out.

Rabbit: You are too small. Go away! You annoy me! You can't do what I can't do.

Jackal: Ho, Rabbit. Why aren't you sitting in your house?

Rabbit: Someone is in my house. He won't come out, and he won't let me in.

Jackal: Yoo, hoo. Who's in Rabbit's house?

Long One: I am the Long One and I eat trees and trample elephants. Go away or I will trample you, too.

Jackal: Aeiiiiiii! I'm going! *(Jackal runs off)*

Rabbit: Jackal! Please come back! Help me!

(Jackal comes back)

Jackal: I know what to do. Let's make a big pile of sticks by the door. Next we can set them on fire and burn the Long One out.

Rabbit: Fire! That would burn my house. No, no no! You can't burn my house. Go away!

(Jackal leaves) (Leopard enters)

Leopard: Rabbit! Why do you have those sticks by your house? are you decorating?

Rabbit: No, no, not that. Someone is in my house, and Jackal wanted to burn him out, but it would burn my house, too.

Leopard: Yoo hoo, who's in Rabbit's house?

Long One: I am the Long One. I eat trees and trample elephants. Go away or I will trample you, too!

Leopard: Grrrrr! You don't scare me. I'm tough. I am going to tear that house to bits and eat you up.

Rabbit: Stop, stop, Leopard. Don't spoil my house.

Leopard: But you can't use it with the long one inside.

Rabbit: But it is still my house! Go away!

(Leopard exits) (Elephant enters)

Elephant: What happened to your house, Rabbit? It has so many scratches.

Rabbit: Someone's in my house, and Leopard wanted to tear it to bits and eat him.

Elephant: Yoo hoo! Who's in Rabbit's house?

Long One: I am the Long One. I eat trees and trample on elephants. Go away or I will trample you, too!

Elephant: Trample on elephants? Who thinks he can trample on elephants? I will trample you flat. Flat as a mat. I will trample you, house and all.

Rabbit: No, no Elephant, don't smash my house!

Elephant: I'm only trying to help.

Rabbit: I don't want that kind of help. Go away.

(Elephant exits) (Frog laughs)

Frog: Ha ha ha heee heee heee ho ho ho!

Rabbit: Frog! Are you still here? Stop laughing!

(Rhino enters)

Rhino: Hello, Rabbit, hello Frog. What is so funny??

Rabbit: It is NOT funny. Someone is in my house. Elephant wanted to trample him, but she just made big holes in my yard.

Rhino: Yoo hoo! Who's in Rabbit's house?

Long One: I am the Long One. I eat trees and trample elephants. Go away or I will trample you, too.

Rhino: Roarrrr! I will hook you on my horn and throw you into the lake – house and all.

Rabbit: No no Rhino! Stop, don't toss my house into the lake! AHHHHHHHHHH!

(Rhino tosses Rabbit)

Rhino: Well, that's the end of the Long One.

Frog: But you threw RABBIT into the lake!

Rhino: Oh no! Sorry, Rabbit.

Rabbit: Sputter, cough! OH, BOOOOO HOOOO! I will never get the Long One out of my house. Waaaaaaaaa!!!

Frog: Don't cry Rabbit. I will get the Long One out of your house if you will let me try.

Rabbit: But how?

Frog: Scare him out.

Rabbit: But how??

Frog: Watch me. Yoo hoo, who's in Rabbit's house?

Long One: I am the Long One. I eat trees and trample on elephants. Go away or I will trample you, too.

Frog: SSSSSSSSSSS! Oh no you won't. For I am the spitting Cobra, and I can blind you with my poison. Now come out of Rabbit's house or I will ssssssssslither in and spit poison in your eyes.

(Long One is seen for the first time.)

Long One: AaaaaaaaaaGGGGHHH! Where's the spitting Cobra? Don't let him spit in my eyes. I was only playing a joke. HELP!!

(Long One runs away)

Rabbit: It is only a caterpillar!

Frog: Only a caterpillar! Ha ha ha ha ha!

(Long One runs away)

Rabbit: It is only a caterpillar!

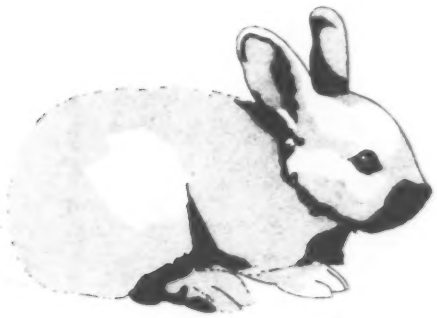
Frog: Only a caterpillar! Ha ha ha ha ha!

Rabbit: Oh Long One...Spitting Cobra was only FROG!

Frog: Ha ha ha ha ha ha ha!

Narrator 1: After that, the animals all went home, except for frog, who sat by Rabbit in her door and laughed all night. If you stay up late, you can still hear Frog laughing.

Narrator 1 & 2: **The End.**

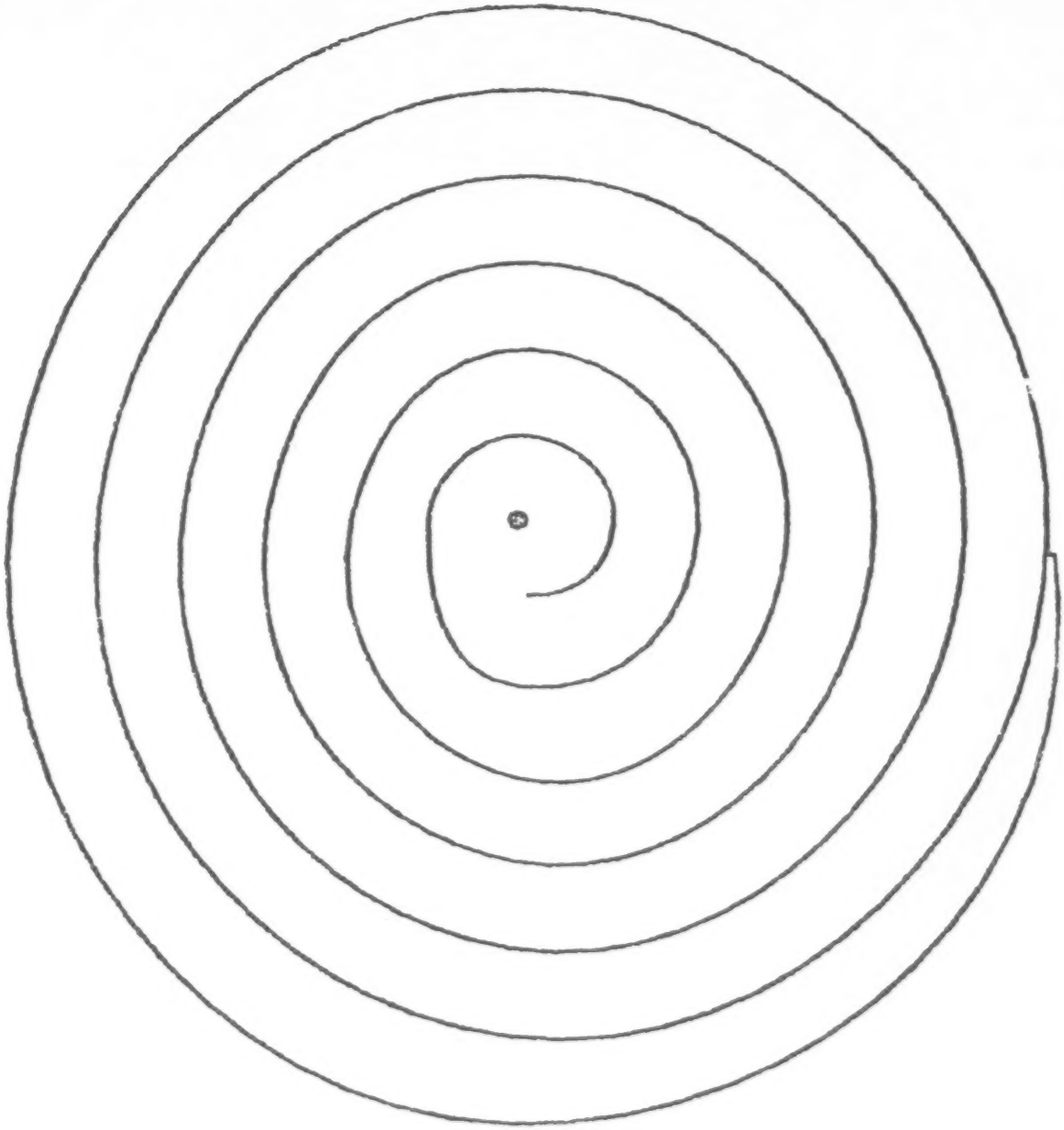


CRAFT

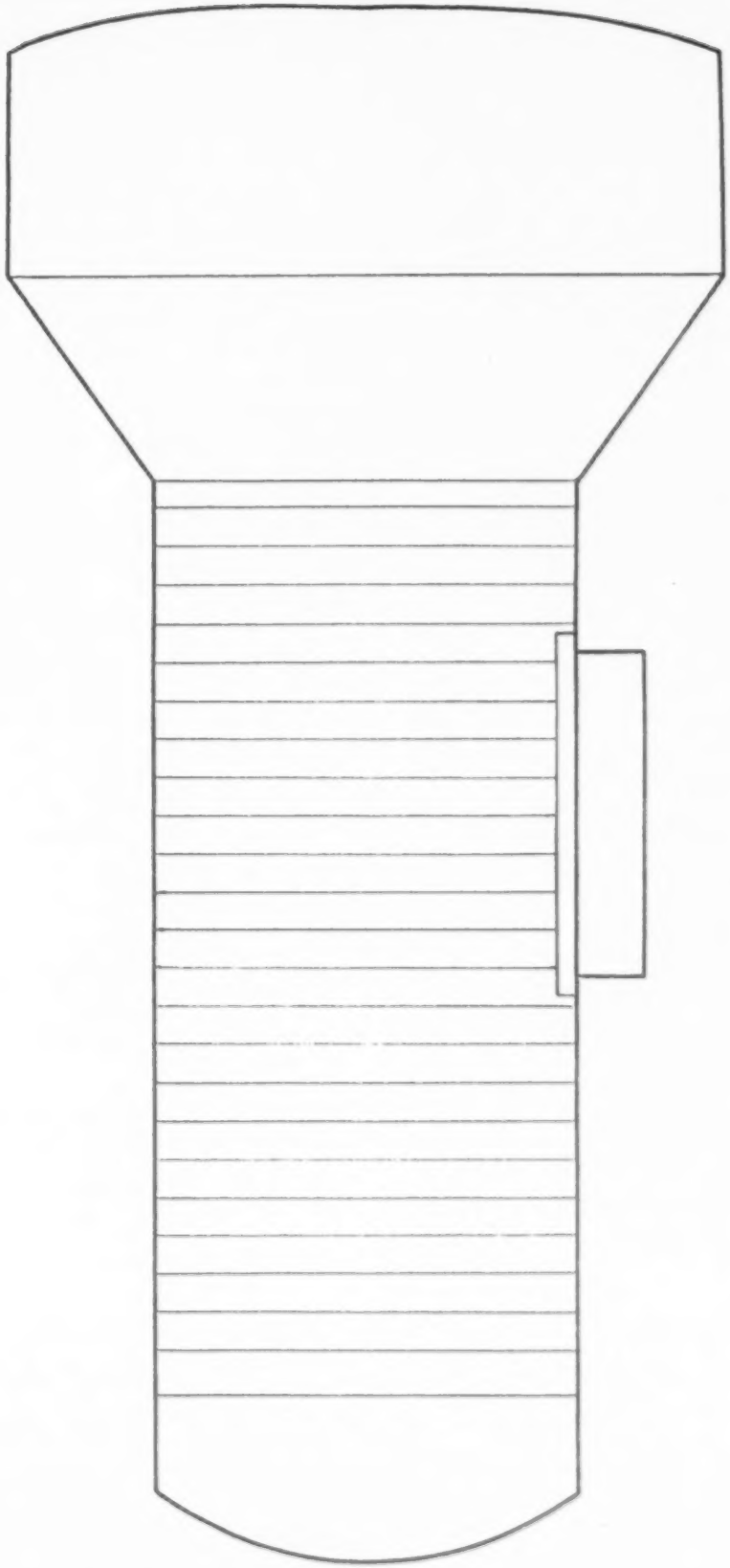
Blue Ribbon Books

Reproduce the **blue ribbon pattern** for each child. **Cut blue construction paper** into 1/2" x 9" strips. Tell each child to write the names of their favorite books on the strips, leaving a 2" space on the top of each strip. **Punch a hole** in the top of each strip. Punch a hole on the x of the blue ribbon pattern. Attach the strips to the back of the ribbon with a **paper fastener.** Display in the library.

Spiral Spinner



Flashlight Fun



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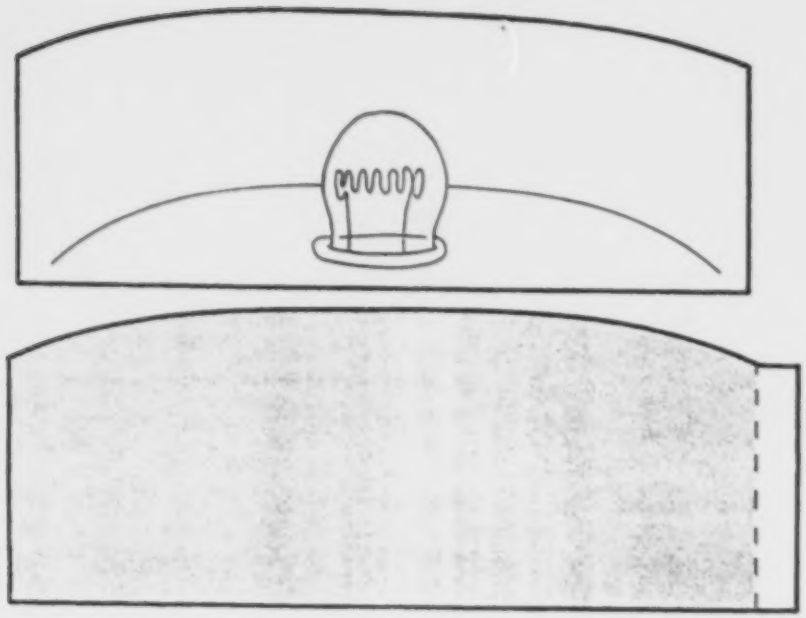

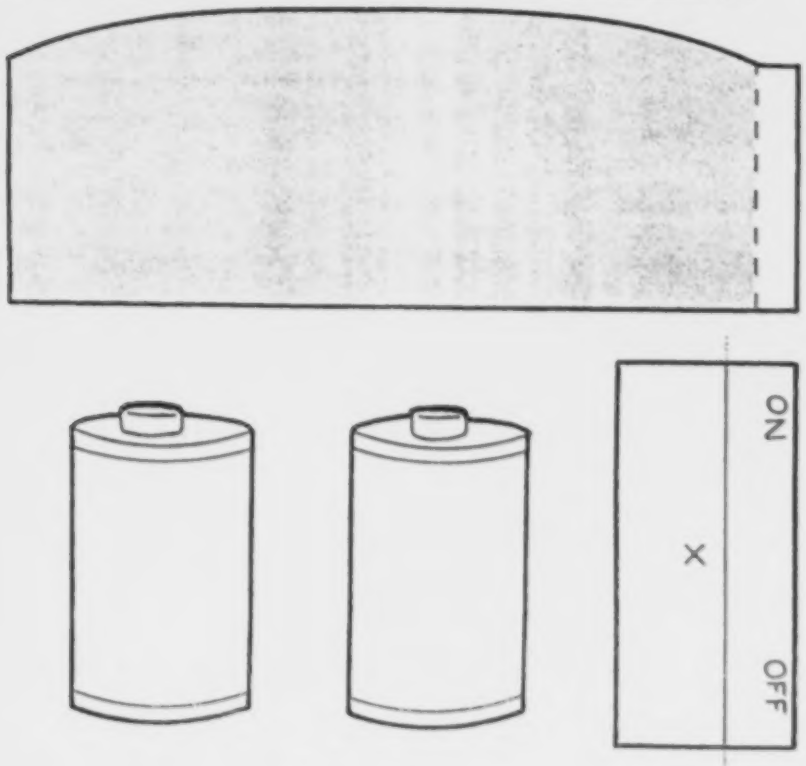

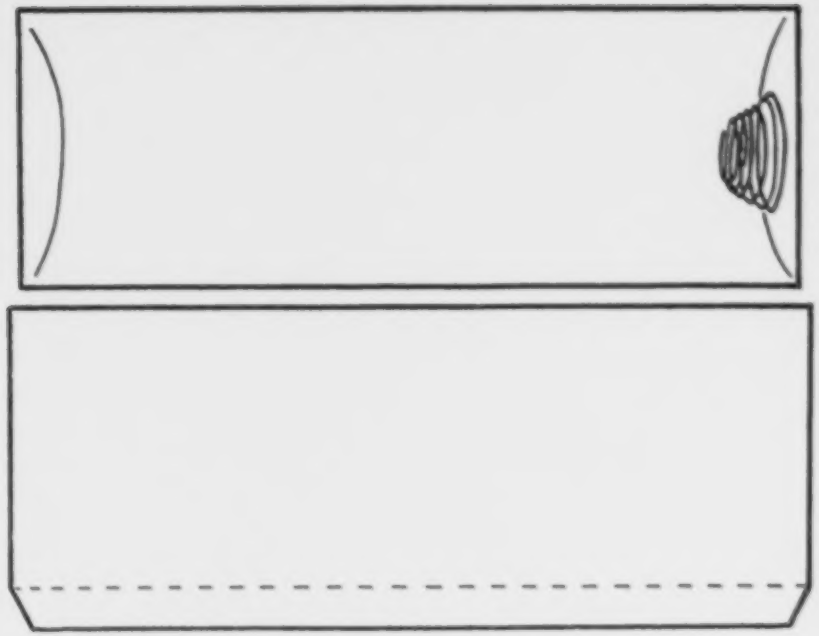

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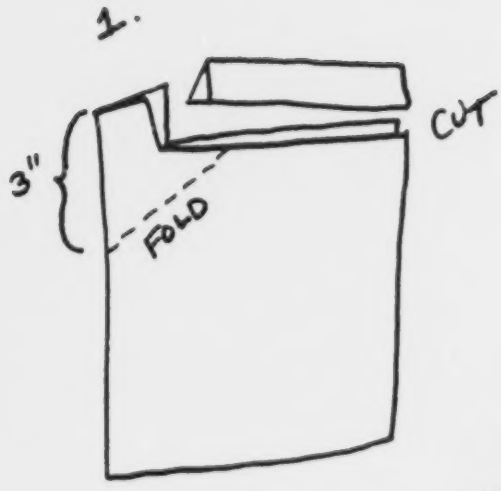
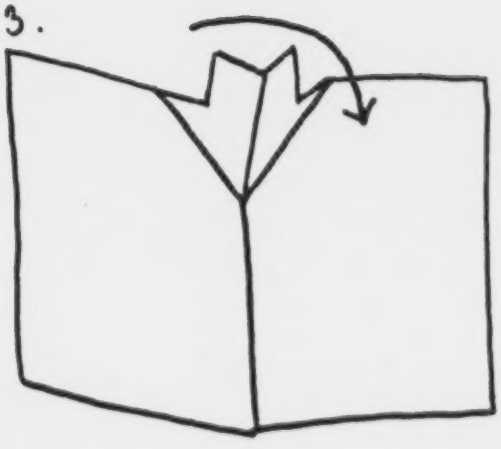
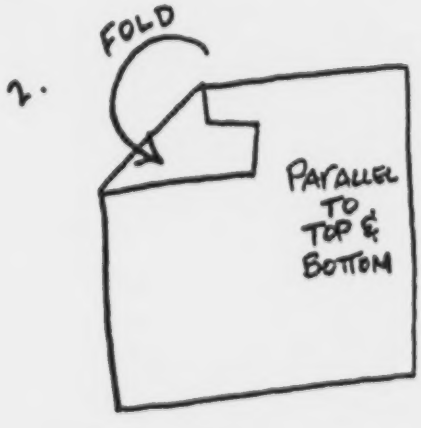
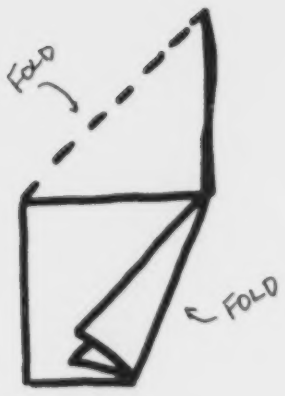
Invention Pop-Up

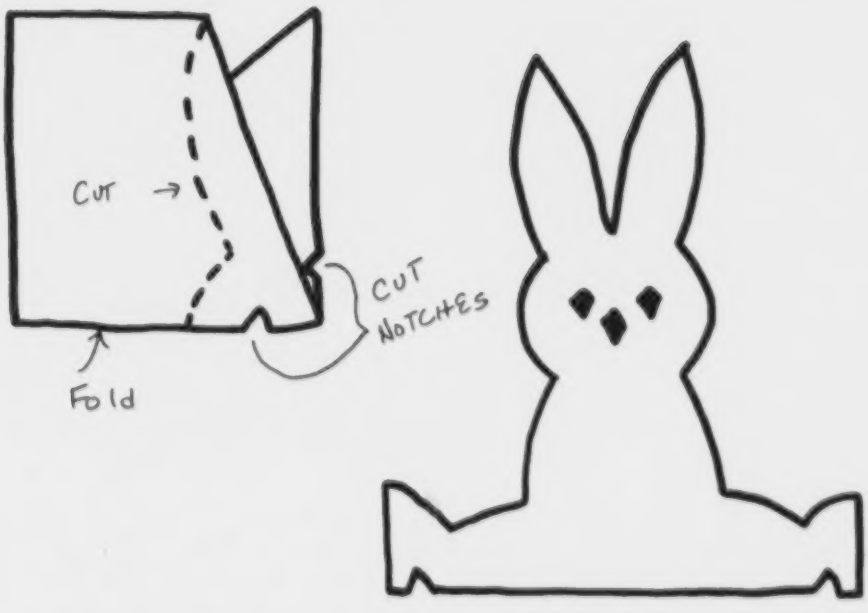




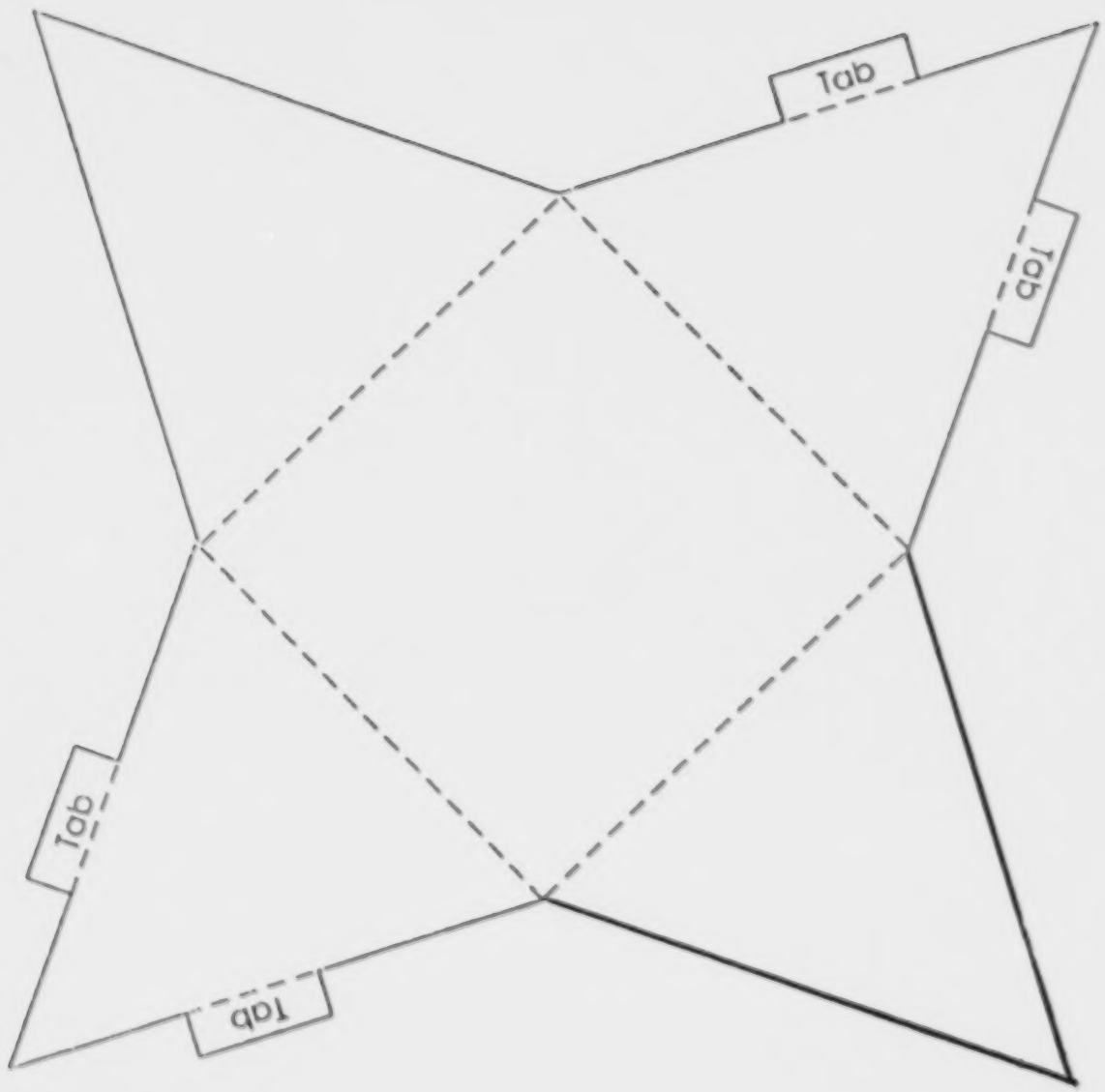


Presto Bunny

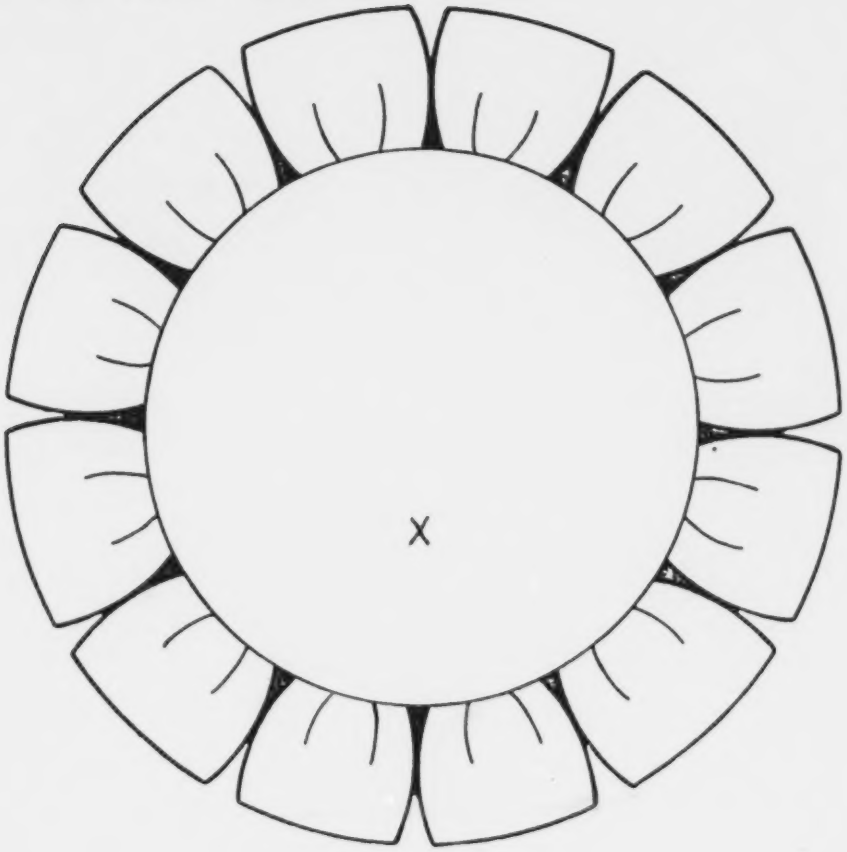




Fact Pyramid



Blue Ribbon Books



Young Adult Program Ideas

Contest

Incredible Dream Machine Contest for Young Adults

The following poster and rules are adapted from the 1991 Iowa summer library program manual. Adjust the information to fit the schedule and budget of your library. The contest should be announced in the spring to build interest before the summer begins. The display and prize giving program offer good opportunities for media coverage.

Poster

Incredible Dream Machine Contest for Teens

Who: Teens 13 to 18 are eligible to enter the contest at the (your library's name) Library.

What: Write a celebrity of your choice and ask for an autograph or a memento, such as a photo, button, etc. The library has resources to help you find the address of your chosen celebrity.

When: Write your letter by April 26, 1997, so you can receive an answer and memento by May (date) to bring to the library before the reading club begins.

How: Follow the contest guidelines and submit a copy of your letter, the response you received, and any memento received to the (your library's name) Library by May (date).

Celebrity Contest

Entries will be on display at the Library until June 30. The entries will be judged by a panel of high school students. Prizes will be awarded.

Best Letter to a Celebrity: $(dollar amount), or book, or gift certificate
Most Unusual Memento: $(dollar amount), or book, or gift certificate
Most Desirable Memento: $(dollar amount), or book, or gift certificate

Incredible Dream Machine Contest Guidelines

1. Sign up at the (your library's name) Library for the celebrity you will contact. The library is using a sign-up sheet so the same celebrity will not receive too many letters.

2. Write your letter by April 26, 1997 and bring a copy of it to the library.

3. When you receive a reply from the celebrity, bring it to the library with any memento sent.

4. Your contest entry will be displayed at the library until June 30; you may pick up your items when the contest is over.

5. The following prizes will be awarded by a panel of judges from (name of school) High School: Best Letter to Celebrity (dollar amount or prize), Most Unusual Memento (dollar amount or prize), and Most Desirable Memento (dollar amount or prize).

The Library has the following books available for you to use in finding addresses: (list here any of the address guides your library owns)

The following are a sample guidelines and flyer for a *Incredible Dream Machine* Young Adult Reading Club.

Guidelines

INCREDIBLE DREAM MACHINE

HERE'S HOW TO ENTER:

If you are 13–18 years of age, pick up a packet and read about the programs for you this summer.

Read any book on your reading level or above.

Fill out a registration "ticket" and become an instant winner.

Place the "ticket" in the grand prize drawing of your choice.

The more you read, the more chances you have to win.

The Grand Prize drawings will be held (date). Winners will be notified by phone to pick up their prize. Chances of winning a Grand Prize will depend on the number of entries for each prize; limit one Grand Prize per person.

Flyer

1997 Young Adult Reading Club
Incredible Dream Machine
(Dates)

Be a rising star in this year's Young Adult Reading Club sponsored by the (your library's name) Library. Read and receive instant prizes such as pencils, coupons, sports bottles, and more. Take a chance at winning bigger prizes donated by local businesses by entering the Grand Prize drawing of your choice. Pick up a packet on reading and program information at the Youth Services Desk.

Be a Volunteer

Invite teens to provide volunteer assistance with programs for younger children, serving as puppeteers, craft aides, reading club helpers, etc.

Cooperate with school art classes and let older students use their creativity to help decorate your library with the *Incredible Dream Machine* theme. They can paint a butcher paper mural, make papier maché sculptures, or even paint the windows.

Where Are You Going? What Will You Do? Contest

Attract teens to the library with a library search sheet handed out at registration time. **(see next page)**

Be a Librarian

The brave at heart will let a select group of young adults spend the night at the library. Limit the number of participants and have lots of adult supervision. Plan on videos, games, and food to eat. Discuss what the career of a librarian is like and how it is changing.

Friday Night "Beat"

Turn your meeting room or young adult area into a coffee house on Friday Nights from 7–9 pm. Set up comfortable chairs and tables. Cover the tables with butcher paper and set a cup of crayons on each. Serve Yahoo, Jolt, café latté, or cappuccino with pretzels or cookies. Play music from the 60s. Set up a VCR and TV to show music videos. At 8:00 pm invite the participants to recite or read original or favorite poetry.

Dreams, Aspirations and Imagination

Armstrong, Jennifer. The Dreams of Mairhe Mehan. Knopf, 1996.

Askounis, Christina. The Dream of the Stone. Farrar, Strauss, and Giroux, 1993.

Dickinson, Peter. Merlin's Dreams. Delacorte, 1988.

Franklin, Kristine. Nerd No More. Candlewick, 1996.

Gorog, Judith. Three Dreams and a Nightmare. Troll, 1993.

Hoppe, Joanne. Dream Spinner. Morrow, 1992.

Jones, Robin. The Beginning of Unbelief. Simon and Schuster, 1993.

Klass, David. California Blue. Scholastic, 1994.

Klein, Robin. Seeing Things. Viking, 1994.

Kuklin, Susan. Irrepressible Spirit: Conversations With Human Rights Activists. Philomel, 1996.

Landsmann, Sandy. The Gadget Factor. Athenium, 1984.

Lawrence, Louise. Dreamweaver. Clarion, 1996.

Maynard, Meredy. Dreamcatcher. Polestar, 1995.

Olajuwon, Hakeem. Living the Dream: My Life and Basketball. Little Brown, 1996.

Peck, Richard. Dreamland Lake. Dell, 1990.

_____. The Great Interactive Dream Machine. Dial, 1996.

Peterson, P.J. Going for the Big One Delacorte, 1986.

Sweeny, Joyce. The Dream Collector. Delacorte, 1989.

Tchudi, Stephen. Burg-O-Rama Man. Delacorte, 1993.

Wishes

Banks, Lynne Reid. The Fairy Rebel. Avon, 1989.

Brittain, Bill. The Wish Giver. Harper Collins, 1986.

Conford, Ellen. The Genie with the Light Blue Hair. Bantam, 1989.

Dexter, Catherine. Gertie's Green Thumb. Morrow, 1995.

Eager, Edgar. Half-Magic. Harcourt Brace Jovanovich, 1954.

Hutchins, H.J. The Three and Many Wishes of Jason Reid. Puffin, 1990.

Koller, Jackie. If I Had One Wish... Little Brown, 1991.

Sargent, Sarah. Jonas McFee, A.T.P. Simon and Schuster, 1992.

Sterman, Betsy and Samuel Sterman. Too Much Magic. Lippincott, 1987.

Turner, Megan. Instead of Three Wishes. Greenwillow, 1995.

York, Carol. Miss Know It All and the Wishing Lamp. Bantam, 1995.

Dog Stories

Armstrong, William. Sounder. HarperCollins, 1969.

Calvert, Patricia. Hour of the Wolf. Scribners, 1983.

Cleary, Beverly. Strider. Morrow, 1991.

Gardiner, John. Stone Fox. Harper Collins, 1980.

Gipson, Fred. Old Yeller. Harper Collins, 1956.

Griffiths, Helen. Foxy. Greenwillow, 1984.

Hall, Lynn. Danger Dog. Simon and Schuster, 1986.

_____. The Soul of the Silver Dog. Knopf, 1994.

_____. Windsong. Simon and Schuster, 1992.

Hathorn, Libby. Thunderwith. Little Brown, 1991.

Jordan. Sherryl. Wolf Woman. Houghton Mifflin, 1994.

London, Jack. White Fang. Airmont, 1964.

Naylor, Phyllis Reynolds. Shiloh. Simon and Schuster, 1991.

Paulsen, Gary. Dogsong. Simon and Schuster, 1985.

_____. Woodsong. Simon and Schuster, 1990.

Rawls, Wilson. Where the Red Fern Grows. Bantam, 1984.

Sherlock, Patti. Some Fine Dog. Holiday House, 1992.

Taylor, Theodore. Tuck Triumphant. Avon, 1992.

Westall, Robert. The Kingdom by the Sea. Farrar, Strauss, and Giroux, 1991.

Be a Magician

Baker, James. Illusions Illustrated. Lerner, 1984.

Barry, Sheila. Tricks and Stunts to Fool Your Friends. Sterling, 1984.

Becker, Herbert L. All the Secrets of Magic Revealed. Lifetime Books, 1994.

Cobb, Vicki. Magic...Naturally! Science Entertainments and Amusements. Lippincott, 1976.

Eldin, Peter. The Mysterious Book of Magic. Blitz Press, 1994

Frederick, Charles. The Book of Magic. Stanley Paul, 1994.

Friedhoffer, Robert. Magic and Perception: The Art and Science of Fooling Your Senses. Franklin Watts, 1996.

Gibson, Walter. Walter Gibson's Big Book of Magic for All Ages. Doubleday, 1980.

Mussey, June. The Amateur Magician's Handbook. Harper and Row, 1982.

Severn, Bill. Bill Severn's Best Magic. Stackpole, 1990.

_____. Bill Severn's MAgic Workshop, Stackpole, 1995.

Tarr, Bill. Now you See It, Now You Don't! Lessons in Sleight of Hand. Random House, 1977.

_____. 101 Easy-to-do Magic Tricks. Dover, 1993.

Townsend, Charles. World's Best Magic Tricks. Sterling, 1992.

Wilson, Mark. Mark Wilson's Cyclopedia of MAgic. Running Press, 1995.

WHERE ARE YOU GOING? WHAT WILL YOU DO?
Contest for Teens

Each column represents a book classification number the library uses to put books on the same subject together on the shelf. These are called Dewey Decimal numbers. Go to the youth department, find the books with the numbers listed, and see if you can figure out the answers to the questions **Where are you going?** and **What will you do?** The answers may not be realistic. Fill in each answer and return the completed form to the youth services desk by (date). Winners will be announced on (date). In case of a tie, winners will be chosen by drawing. Have fun while learning something at the library!

Where are you going?	What will you do?
917.96	793.8
362.11	510
917.72	791.53
977.5	324
917.94	630
440	770
918.1	641.5
523.3	370
915.694	737
387.7	743.8
915.5	796.72
914.3	812
917.59	799.1
635	790
460	540
938	910.5
590.74	796.342
917.75	635
325.1	796.342
919.8	628.9

Your name:_____

Age:_____

Phone Number:_____

nite
games & activities galore!

WAY COOL
SUMMER

Family Activity Take-Home Sheets

Big Ideas

Books:

Buller, John. The Video Kids.
Caney, Steve. The Invention Book.
Christelow, Eileen. Mr. Murphy's Marvelous Invention.
Cole, Babette. The Trouble With Mom.
Cooper, Margaret. The Inventions of Leonardo da Vinci.
Fitzgerald, John. The Great Brain.
Foltz, Charlotte. Mistakes That Worked.
Gackenbach, Dick. Dog for a Day.
Gibson, Gary. Making Shapes.
Marsh, Jeri. Hurrah for Alexander.
Mintz, Penny. Thomas Edison: Inventing the Future.
Ormondroyd, Edward. Imagination Greene.
Richards, Norman. Dreamers and Doers: Inventors Who Changed our World.
Wilder, Laura Ingalls. The Long Winter.
Williams, Jay. Danny Dunn and the Voice From Space.

Videos

Back to the Future
Frankenweenie
The Nutty Professor

Invention Innovation IQ

Check your family's innovation/invention IQ by searching your home for five inventions upon which your family depends. Make a list of these items and go to the library to find out the dates they were invented. Consult a reference book on inventions or an encyclopedia.

Make It Happen

Inventions make things happen that otherwise would not be possible. Make a list of things that are possible today and the inventions and inventors that made them happen.

Patent Approval

A patent is a government grant of the exclusive right to make, use, or sell a product. Design your own family patent stickers! Use stick-on labels and crayons. Stick these on new ideas or processes, such as homework or a faster way to do the dishes!

Meeting Ben Franklin

Ben Franklin was the quintessential American inventor–practical, ingenious, and curious about everything! From his earliest experiments with wooden paddles (to help him swim better) to his last days, Franklin was constantly trying to improve the quality of life. He developed bifocals, an efficient stove to replace fireplaces, and invented the lightning rod. He also coined the term battery.

Talk Talk

Share the book *Ben and Me* as a family. Pretend you are a talk show host whose guests are Ben and Amos the mouse. Ask questions of your guests. Watch the *Ben and Me* video.

Books

Adler, D. *Picture of Benjamin Franklin.*

D'Aulaire, *I. Benjamin Franklin.*

Davidson, M. *The Story of Benjamin Franklin, Amazing American.*

Franklin Institute. *The Ben Franklin Book of Easy and Incredible Experiments.*

Fritz, J. *What's the Big Idea, Ben Franklin?*

Hall, R. *Benjamin Franklin Takes the Case.*

_____.*Murder at Drury Lane.*

Lawson, R. *Ben and Me.*

Quackenbush, R. *Benjamin Franklin and his Friends.*

Steven, B. *Ben Franklin's Glass Armonica.*

Get Charged!

Get some parsley flakes and a balloon. Inflate the balloon and rub in one direction over your hair or pant leg. This action gives the balloon static charge. Hold the balloon near the parsley flakes and they will stick to it. The balloon will also stick to the wall, table, chair, or winow. This is Franklin's kind of electricity.

Go Further

Write a letter to the Independence National Historical Park and ask for information on Franklin:
313 Walnut Street
Philadelphia, PA 19106

Be a Musician

Books

Caseley, Judith. Ada Potato.
Coulter, G. Science in Music.
Gourse, Leslie. Dizzy Gillespie and the Birth of Bebop.
Johnston, Tony. Pages of Music.
Kraus, Robert. Musical Max.
Kheridan, David. The Cat's Midsummer Jamboree.
Kidd, Ronald. Second Fiddle.
Krull, Kathleen. Gonna Sing My Head Off.
_____. The Lives of the Musicians.
McCaffrey, Anne. Dragonsinger.
Morris, Ting. Music.
Pillar, Marjorie. Join the Band.
Sargeant, Sarah. Watermusic.
Sharmat, Marjorie. Nate the Great and the Musical Note.
Williams, Vera. Something Special for Me.

Videos

Beethoven Lives Upstairs
Sorcerer's Apprentice
The Sound of Music

Make a Hit

Use a tape recorder to record you own song! Use music from *It's a Small World*. Make up your own words – the sillier, the better.

Song Titles

Make a top ten list of imaginary hit songs and performers!

Easy Instruments

Experiment with music and these simple homemade instruments:

- **Sandpaper Shufflers** – Glue sandpaper on one side of each of two blocks of wood. Rub the sandpaper surfaces together to make sound.
- **Tambourine** – Attach several small bells to the rim of a heavy paper plate. Decorate the plate with crayons. Shake!!
- **Drums** – Turn round cardboard cartons or tins into drums. Unsharpened pencils with big erasers make great drumsticks.
- **Humbuzzer** – Punch several holes in a cardboard tube about 1-1/2 inches from the end. Place a square of wax paper (2 inches longer than the diameter of the tube) over the end in which holes have been punched. Secure the wax paper with a rubber band. Hold the humbuzzer against your mouth and hum through the wax paper to make a buzzing noise.

Trombone Player

Cut out the **two pictures** and put them together so the musician can slide the horn! Cut out the trombone players picture. Cut the slit by folding the picture on the slanted dotted line, cutting on the heavy black line, and unfolding the picture. Cut out the trombone player's arm. Fold the tab back. Poke the arm through the slit from the back of the picture. Hold the white tab in back and slide the arm back and forth. **(see pattern at end of chapter)**

Adapted from the 1994 Wisconsin Department of Public Instruction Summer Library Program Manual, *Rock and Read*.

Heroes and Heroines

Books

Brown, Walter. Rescue! True Stories of the Winners of the Young American Medal for Bravery.
Carlson, Nancy. Harriet and the Roller Coaster.
Church, Kristine. My Brother John.
Cole, Babette. Supermoo!
Clifford, Eth. I Never Wanted To Be Famous.
Currie, Quinn. Beautiful Joe: The True Story of a Brave Dog.
Henkes, Kevin. Sheila Rae, the Brave.
Mayer, Marianna. Baba Yaga and Vasilisa the Brave.
Shannon, Jaqueline. I Hate My Hero.
Spence, J. Julie Krone: Fearless Jockey. Rourke, 1995.
Steig, William. Brave Irene.
Turner, Anne. One Brave Summer.
Weiss, Ellen. The Adventures of Ratman.

Videos

Iron Will
Gordy
Wild Hearts Can't Be Broken

Famous Puppets

Make sock or paper sack puppets to use in short plays about the lives of famous Americans or world figures.

Perhaps You'll Be Famous

Who are these people and what did they do?
Why are they famous? I'll give you a clue.

This woman had courage and space was her dream.
"America's first," she was part of the team.

This man was an artist, cartoons told his tales
Of Mickey and Donald and cute Chip 'n Dale.

This man had ideas and used them that's true
To discover electricity, guess what he flew?

This man had great wisdom and so he believed
Regardless of race, everyone should be freed.

This man sought adventure where no man had roamed.
He walked on the moon where no man had gone.

Who are these people and what did they do?
Perhaps you'll be famous. Perhaps they'll be you!!
from *Celebrate: Holiday, Puppets, and Creative Drama*

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Be a Traveler to Imaginary Places

Books

Allison, Diane. This is the Key to the Kingdom.
Bunting, Eve. Night of the Gargoyles.
Coville, Bruce. Into the Land of the Unicorns.
Jarrow, Gail. Beyond the Magic Sphere.
Kemp, Anthea. Mr. Percy's Magic Greenhouse.
Levy, Robert. Clan of the Shape Changers.
Napoli, Donna. Jimmy, the Pickpocket of the Palace.
Regan, Dian. Princess Nevermore.

Videos

The Indian in the Cupboard
The Last Unicorn
Toy Story

Fantasy Passport

You have just won a fantasy vacation to the country of your choice! Cut out the **passport** and fold on the dotted line. On the inside **draw** a picture of the place you would like to visit. Draw the country's national animal or flower on the front of the passport and flag on the back. Find the country on a map or globe. **(see pattern at end of chapter)**

Communication Exploration

Books

Aliki. Communication.
Facklam, Margery. Bees Dance and Whales Sing: The Mysteries of Animal Communication
Gross, Ruth. You Don't Need Words: A Book About Ways People Talk Without Words.
Kalman, Bobbie. Settler Sayings.
L'Engle, Madeline. Ring of Endless Light.
McKissack, Patricia. A Troll in a Hole.
Murphy, Catherine. Songs in the Silence.
Nelson, Nigel. Body Talk.
Pierce, Tamora. Wild Magic
_____. Wolf-Speaker.
Rankin, Laura. Handmade Alphabet.
Skurzynski, Gloria. Get the Message: Telecommunications in Your High Tech World.

Louis Braille was just three years old when he accidentally stuck himself in the eye with a leather working tool in his father's shop. This accident blinded him. At the age of ten, Braille went to study at an institute for the blind in Paris. Five years later, at the age of fifteen, he developed a unique alphabet which enabled the blind to read. This system of raised dots, called Braille, was published when Louis was twenty years old.

Popcorn Messages

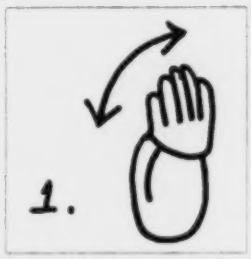
Write your name or a message in "Braille" **using unpopped kernels of popcorn or grains of white rice**. **Glue** the kernels or rice to a piece of **posterboard**. See if someone else can decode your message.

(See Morse Code, Sign Language and Braille page at end of chapter)

A Song to Sign

Song: Hello, New Friend *(tune of Frère Jacques)*

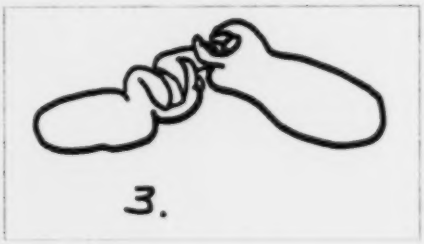
Hello, new friend,
Hello, new friend,
What's your name?
What's your name?
I am so glad that I have met you,
My new friend,
Hello, new friend.



Hello – *(Wave right hand with fingers together and palm out.)*
New – *(Turn both palms up. Right palm crosses over left palm moving forward and up.)*
Friend – *(Interlock right and left index finger, with right index finger over left.)*

Sports Signals

Sports officials use body language and motions to communicate information about a sports game to players, coaches, and fans. Practice some of the signals shown on this page for football and basketball.



Microscope Magic

Books

Bender, Lionel. Around the House.
Canault, Nina. Incredibly Small.
Edwards, Frank.Close Up : Microscopic Photographs of Everyday Stuff.
Lang, Susan. Invisible Bugs and Other Creepy Creatures That Live With You.
Loewer, Peter. Pond Water Zoo: An Introduction to Microscopic Life.
Selsam, Millicent. Greg's Microscope.
Sneider, Cary. More Than Magnifiers.

Videos

Fantastic Voyage
Honey, I Shrunk the Kids
Innerspace

Project Ladybug

You will need:
- egg cartons
- scissors
- black pipe cleaners
- red paint
- black marker
- paintbrush
- glue
- a leaf

Cut out the egg carton cups. One cup is a ladybug body. Paint the egg cups red. After they dry, add black spots with the marker and poke black pipe cleaners through one end for antennae. Glue the ladybugs onto real green leaves.

The Incredible Shrinking Woman

It is difficult to say who gets credit for inventing the microscope, since several people were conducting similar experiments throughout Europe at the same time. Anton van Leewenhoek did some of the most important work with the microscope in the 17th century. This Dutch merchant made over 400 single lens microscopes, achieving magnification of 250 power (250 times). Using tiny lenses, van Leewenhoek discovered bacteria in water, on scrapings from his teeth, on red corpuscles, and on capillary blood vessels. He also studied grain eating insects, observing under a lens how they hatched from tiny eggs.

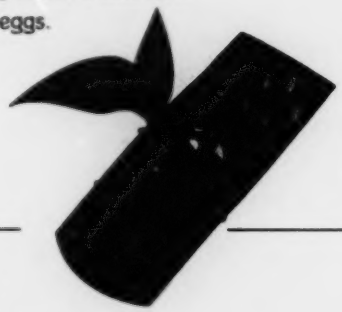
Examine a Ladybug

Like van Leewenhoek, use a simple optical microscope (magnifying glass) to examine various specimens of ladybugs. You can purchase ladybugs at your local nursery or find them in nature.

Put a ladybug gently in a small cup and look at it through a magnifying glass. Look at its antennae, its head, and it's elytra (shell–like wings which give it shape and color). Talk about the ladybug's physical features. Let the ladybug go outside after you observe it.

Imaginary Ladybug

On a 9" x 12" sheet of **white drawing paper,** sketch a large detailed version of your ladybug in pencil. Draw it as accurately as possible, then color it **with pencils or markers**. Be sure to set your ladybug free after you are finished.



Be a Meteorologist

Books

Barrett, Judy. Cloudy With a Chance of Meatballs.
Bellairs, John. The Dark Secret of Weatherend.
Denslow, Sharon. At Taylor's Place.
Erlbach, Arlene. Blizzards.
Gibbons, Gail. Weather Words and What They Mean.
Grohmann, Susan. The Dust Under Mrs. Merriweather's Bed.
Hopkins, Lee Bennett. Weather.
Mayo, Gretchen. Earthmaker's Tales.
Mogil, Michael. The Amateur Meteorologist.
Scheffler, Ursel. Sun Jack and Rain Jack.
Watts, Alan. The Weather Handbook.

Make a Weather Vane

For a weather vane, cut the shape of a bird from a **plastic or styrofoam tray**, such as those used to package meat. Cut two wing shapes also. Fasten the wings to the body with a **paper fastener**. Draw an eye on both sides with a pen. Poke a hole in the bottom of an empty **margarine tub. Tape** one end of a 15" stick to the back of the bird. Place the margarine container upside down on a flat surface. Push the other end of the **stick** through the hole in the tub.

Weather Wheel

Cut a circle out of **posterboard.** Divide it into five sections. Label each section with a different kind of weather condition (sunny, cloudy, rainy, windy, and snowy) and decorate it with appropriate pictures. Attach a **cardboard arrow** to the center with a **brass fastener**. Each day, point the arrow to the section that best represents the weather.

Weather Tales

Weather can make an excellent story starter! Relate weather adventures you have had on snowy or rainy days. Tell a round robin story with one of the following story starters:

"The snowstorm lasted for days! Drifts of snow four feet deep covered everything. People could barely get their front doors open..."

"The fog rolled in and covered the town. Soon it was so thick that people could only see a foot in fr of them..."

"The storm began with the rain pouring down. The wind blew hard the old oak tree bent and shook. The squirrels had to hold on..."

Weather Chart

Select a **calendar** with large daily squares, or make one yourself. Cut sun, cloud, raindrop, and snowflake shapes out of **construction paper.** Select the appropriat weather shape for e day and **tape** it on th calendar. At the end of the month, make a ba graph showing the number of sunny, etc., days.

y
t felt
ark
de of a
jar. Place
e. Each
it inside to
rainfall. Make a
h of the rainfall.

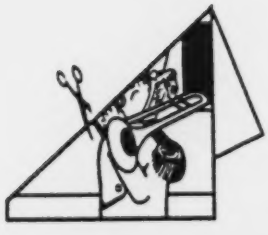
D Sock

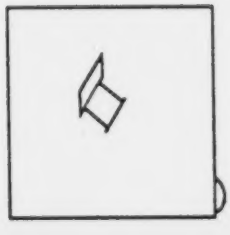
e a simple wind sock **stapling crepe strips** around the of **plastic lids.** ch two holes on posite sides of the lid nd attach **string** for a hanger. Hang the wind sock outside. Watch the wind sock to see which direction the wind is blowing.

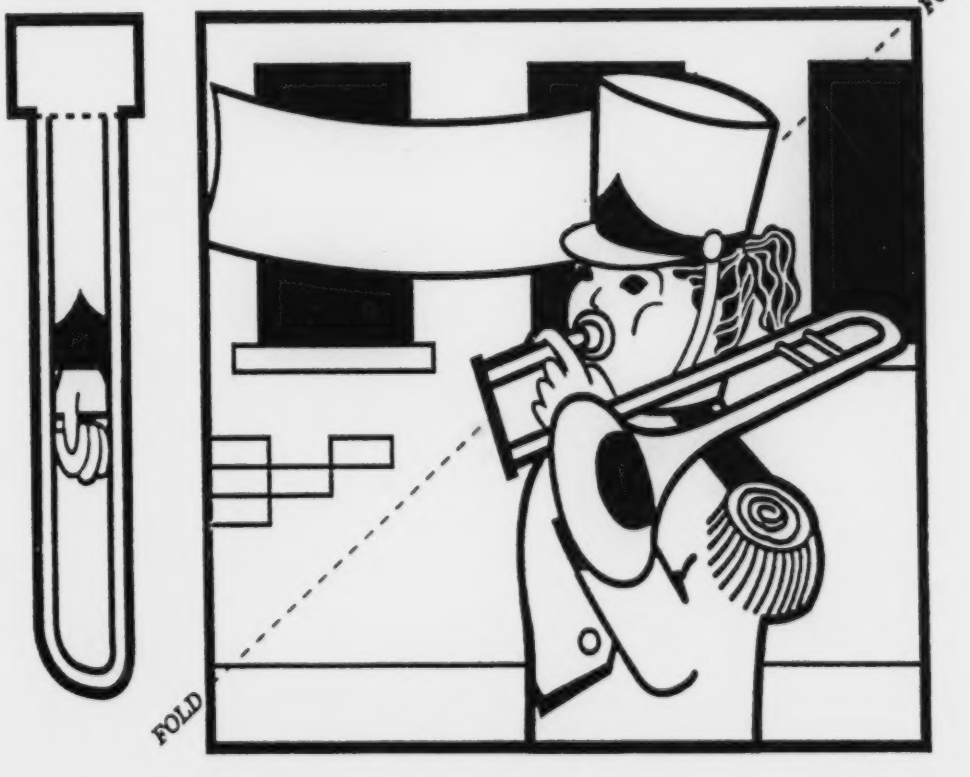
OMETER

rometer, you will need a **wide-water, a bottle** to fit the mouth and **food coloring.** (The size of does not matter, but it must have a slender neck in order to show the water l changing). Fill the jar so that the water evel covers the opening of the bottle's neck. Add the food coloring to the water. Invert the long–neck bottle and place it in the jar of water. The level will be low. By observing the water's movement in the bottle, you can measure the changes in air pressure. If the air pressure increases, the water level in the bottle's neck will go up. The air pressure inside the bottle will push the water level down, equalizing the air pressure between the inside and the outside of the bottle.

Trombone Player







Be a Musician Bookmark
List books on reverse.
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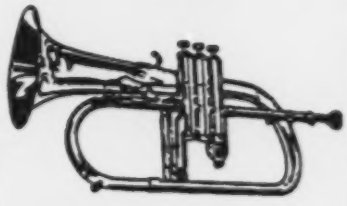
What parts of the body do all of these brass instruments require for playing?

For clues, browse in music books found under the Dewey Decimal Classification number, 781 or 784.1.



Answer: hands (fingers) and mouth

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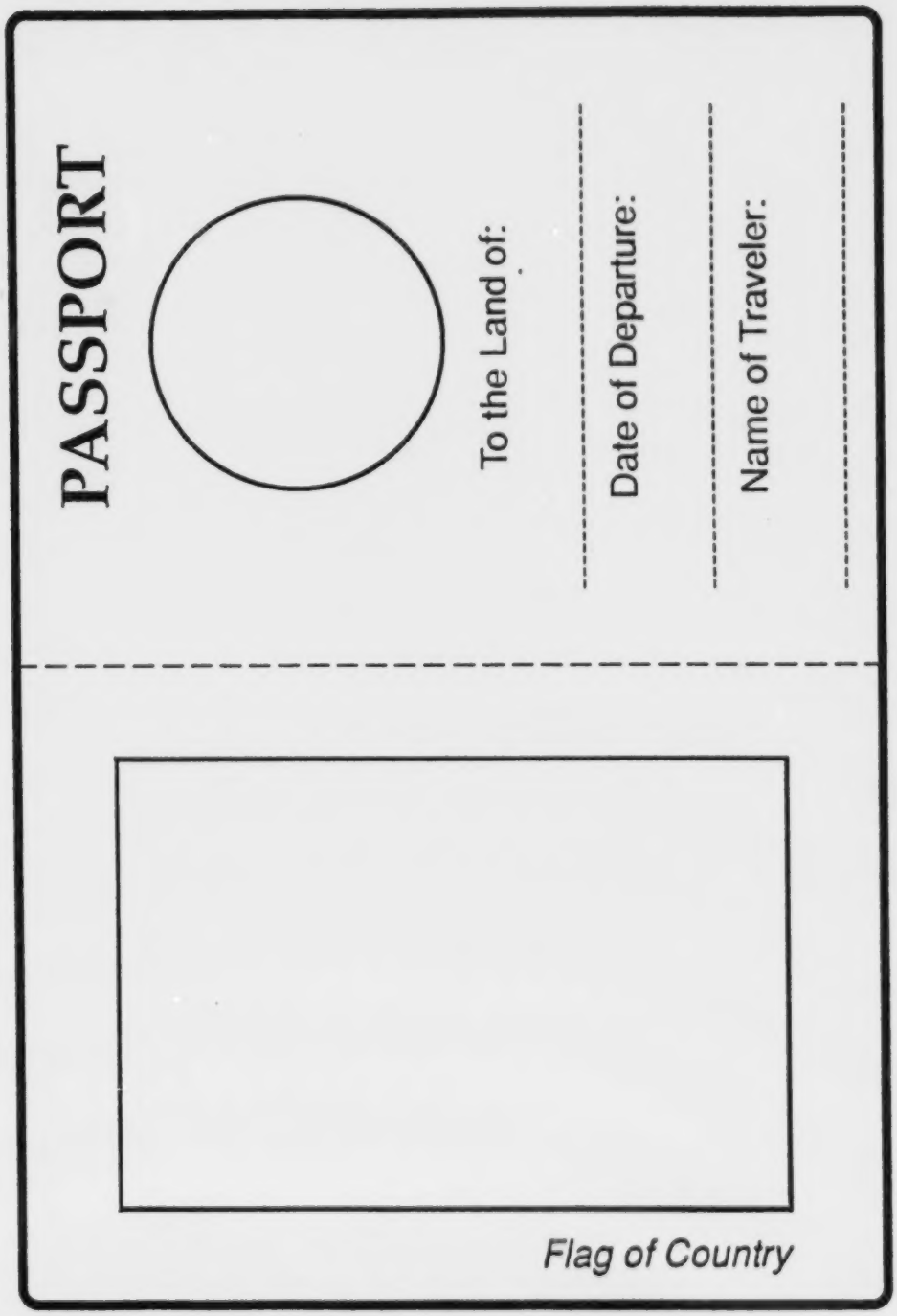
Fantasy Passport



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MORSE CODE

Morse code was used to send radio and telegraph messages. Each dot is made with a quick press and release on the telegraph sender. The short dash is twice as long as the dot and the long dash is four times as long as the dot. To make a space between letters when sent, the sender allows a time equal to three dots.

Can you send a message using the code shown?

Alphabet

A	•—	N	—•
B	—•••	O	•••
C	—•—•	P	•••••
D	—••	Q	••—•
E	•	R	•—•
F	••—•	S	•••
G	——•	T	—
H	••••	U	••—
I	••	V	•••—
J	—••—	W	•——
K	—•—	X	•——•
L	—•—•	Y	•—•—
M	——	Z	——••

Numerals

1	•————	6	—••••
2	••———	7	——•••
3	•••——	8	———••
4	••••—	9	————•
5	•••••	0	—————

Punctuation & Symbols

, (comma)	——•——
. (period)	•—•—•—
; (semicolon)	—•—•—•
? (question mark)	••——••
& (and)	•—•••
$ (dollar)	•••—••—

If you want to know more about the code or the inventor, check encyclopedias and reference sources for MORSE, SAMUEL F.; TELEGRAPH; and TELETYPEWRITER.

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Sign Language

The American manual alphabet is one kind of sign language used by deaf and hearing-impaired. Can you spell your name?

Look for books and materials in the library.

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BRAILLE

The Braille alphabet is a set of upraised dots punched in thick paper to represent the letters of the alphabet and certain words. See the patterns below. Find copies of books in Braille and feel the writing or read more about the inventor of the system.

A	B	C	D
•	•	••	••
	•		•
E	**F**	**G**	**H**
•	••	••	•
•	•		••
I	**J**	**K**	**L**
•	•	•	•
•	••		•
		•	•
M	**N**	**O**	**P**
••	••	•	••
	•	•	•
•	•	•	•
Q	**R**	**S**	**T**
••	•	•	•
••	••	•	••
•	•	•	•
U	**V**	**W**	**X**
•	•	•	••
	•	••	
••	••	•	••
Y	**Z**	**and**	**for**
••	•	••	••
•	•	•	••
••	••	••	••
of	**the**	**with**	
•	•	•	
••	•	••	
••	••	••	

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Be a Meteorologist Bookmarks
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Barometer Reading

What is barometric pressure?

How does the barometer give clues about the weather? Low or high pressure?

When it goes down, there might be a storm.

When it goes up, the weather may be dry.

Find books about weather in the library.

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Types of Precipitation

Can you identify these meteorological symbols of precipitation?

Find books about weather in Dewey Decimal Classification System section 551.57.

Answer: Rain, Hail, Sleet, Snow

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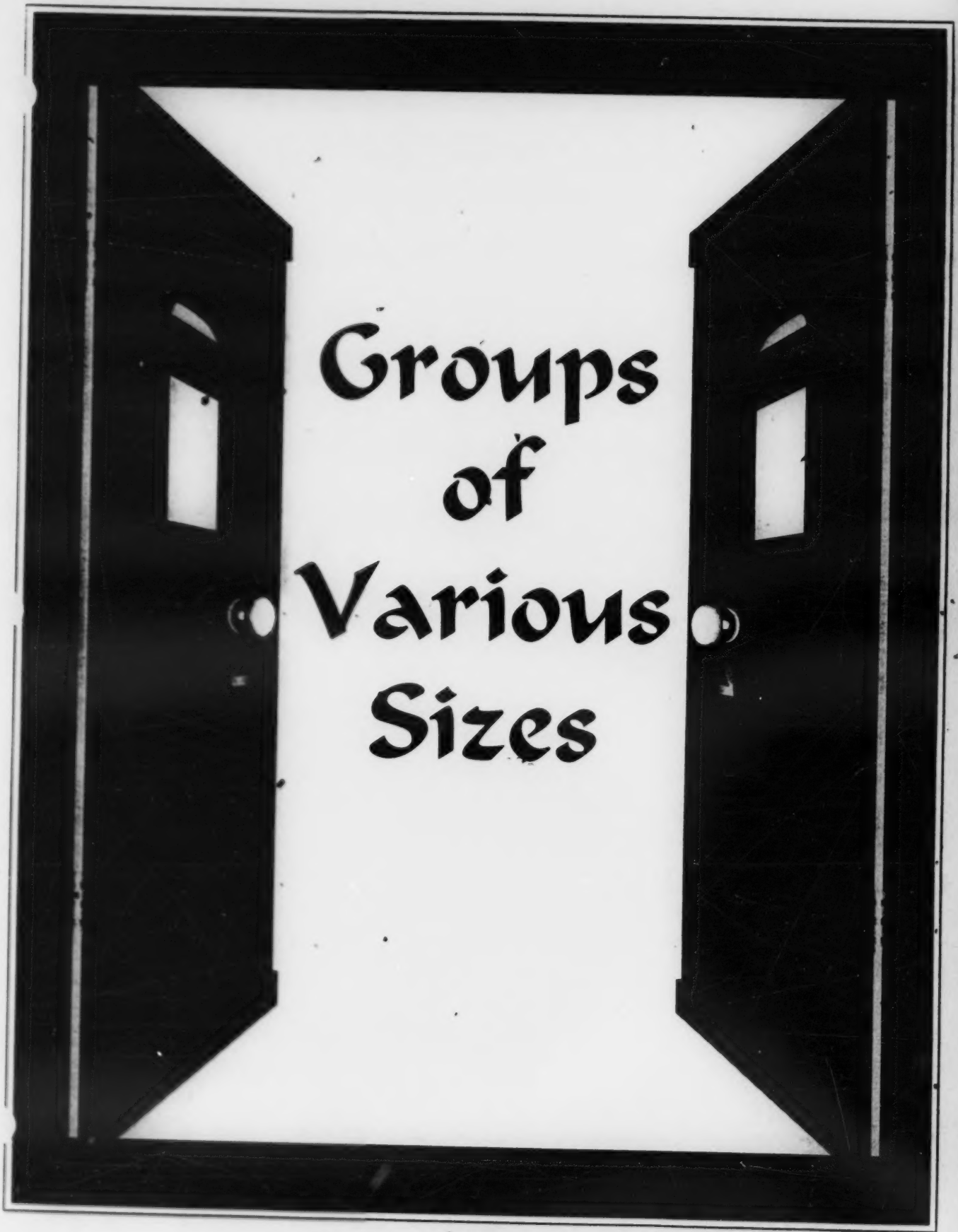
Groups
of
Various
Sizes

Small Groups Program Ideas

Turn the Mental Wheels

Put out a display of objects and have a contest to identify what each is used for. Include such things as kitchen gadgets and antique utensils used by dentists, modelers, carpenters, tailors, and even librarians.

Invention Contest

Hold a contest for inventors with specific guidelines, such as only using recycled materials, creating something truly usable, or making something no larger than a shoebox. Display all entries at the library.

Job Fair

Invite people in the community with various occupations for a day at the library. Guests should wear their work clothes or uniforms. Guests will set up booths with displays, samples, information, and hands–on activities regarding their jobs. Children can visit booths to learn which occupations interest them.

Family Fun Rally

At special gatherings, play games with books as prizes. Try to send every child home with a book. Feature storytelling and refreshments. Emphasize reading in all of the activities. Children **and** parents are invited to attend.

Be a Botanist

Materials needed:

- one baby food jar with lid per child
- small hammer
- small nail
- 1/4 teaspoon alfalfa seed per child
- water
- bucket
- masking tape
- waterproof pen

Pre-punch holes in the jar lids or let the children do it themselves with supervision. Place all the materials on tables so the children can walk along the tables and complete their seed sprouter gadgets.

Seeds should be soaked in water overnight before using and then rinsed daily. Add 1/4 teaspoon of wet seeds and 2 tablespoons of water to a jar. Swish the seeds around to rinse them, then pour off the water. Label the jars with the kid's names.

Watch Them Sprout!

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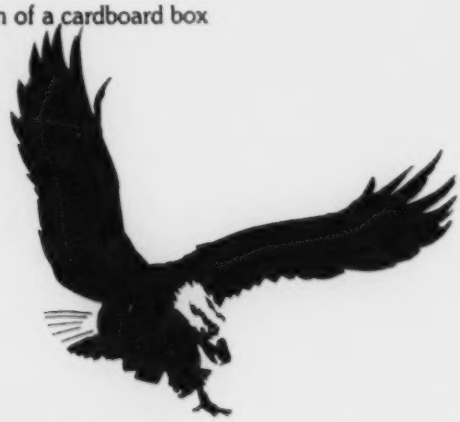
Be an Ornithologist

This bird moves when it's string is pulled.

For this project you will need:

- a cardboard tube
- two wooden craft sticks
- markers
- glue
- masking tape
- string
- bottom of a cardboard box



Draw the side view of a bird with a long beak on the box bottom. Color it with markers on one side and cut it out. Place a wooden craft stick behind the beak so that it sticks past the end just a little. Make two 1-1/2" cuts opposite of each other on each side of the cardboard tube, about halfway up. Make other cuts and stick branches cut from cardboard in them if desired. Use the masking tape to attach the second craft stick to the bird's body as feet. Slide the other end of this stick into the 1-1/2" cuts you made. Test the action of the bird to see if it hits the tube when the stick is moved. If it moves, glue the stick to the bird's body in that spot. Tie the string to the stick to make the bid peck, pull the string.

(see pattern at end of chapter)

Be a Herpetologist

For the turtle, you will need:

- a 10" cardboard circle
- a 12" square of cardboard
- a brad
- markers

Make a mark in the center of the cardboard circle. Draw the side view outline of six turtle feet around the edge of the circle and cut out. Color the cardboard green or brown with markers. Draw and color a 10" turtle from the 12" cardboard square. Cut out. Place the feet behind the body so the feet stick out 5" on the bottom. Pierce the feet and the body with the brad on the mark you made and attach. If you like, you can tape a craft stick to the back of the tortoise to push it along with.

Crystal Palace

In the late 1800s the Smithsonian Institution's "Crystal Palace" exhibit showed how American inventiveness would influence the future. Sponsor a "Crystal Palace" exhibit in your library. Have the kids brainstorm ideas for inventions that would solve a problem. Have them draw a design for their inventions and create models using found materials such as **cups, tubes, cotton balls, boxes, wood scraps, marbles, wire,** etc. Display these creations.

Large Group Program Ideas

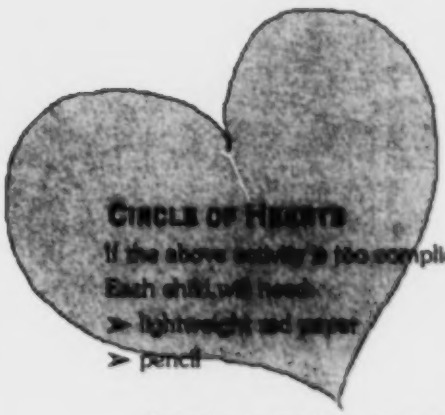
Do you have large groups, no space nor room for programs in your library? Try theses ideas, which feature simple projects with few supplies, demonstrations, or out of door activities.

Be an Ambassador

This activity is similar to cutting a paper snowflake, except you will be making a "friendship star." Each child will need:

- a 10-inch square of white paper
- a pencil
- pair of scissors

Use a photocopy machine to make an overhead of the pattern and project this on the wall or a screen in front of your group. The steps to recite are: **1.** Fold the paper in half. **2.** Fold the paper in half again. **3.** Turn the paper so that the unfolded corner is at the top, on the left hand side. **4.** Fold the paper into thirds as shown (demonstrate). The first third goes toward the front and over the center third. The last third goes toward the back and over the center third. **5.** Sketch the pattern on the folded paper and cut out. **6.** Unfold and color. **(see pattern at end of chapter)**



Circle of Hearts

If the above activity is too complicated for your group, try instead the Circle of Hearts.

Each child will need:

- lightweight red paper
- pencil

Copy the instructions onto a clear overhead and project on the wall. Have each child draw a circle on their paper and tear it out. Fold the circle in half. Then fold the half in half to make a quarter of a circle. Fold once more to make an eighth. Draw a heart on the face of the eighth wide enough so the sides form hinges, tear out the heart, avoiding the hinges. Unfold.**(see pattern at end of chapter)**

Puzzle Party

Puzzles present a problem or challenge that needs to be solved. Ask children to bring a puzzle from home – a jigsaw, crossword, wordsearch, or hidden picture. Try out the puzzles as a group. Let each child make their own word search. For a small word search, line up five letters in a row and make five or six rows of letters. Make every third letter a vowel and all the rest consonants. Next, see how many words can be spelled up, down, across, and diagonally.

Have a race with several puzzles with the same number of pieces and see who can complete it first.

Be a Storyteller

Stories in a Sack

"Once upon a time, there was a blackberry pie-eating monster who met a bear..." Whimsical stories can evolve from a bagful of pictures. Cut out a hodgepodge of magazine pictures. Glue each to a separate piece of poster board cut to size. Place them all in a sack and take turns selecting a few at a time and linking them in a story. Tape record these original tales!

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Zounds! Be Sounds!

Use the books *Zounds* (Random House, 1983) and *Mouthsounds* (Workman Publishing, 1980) to teach your group how to make sounds. There are also some sound stories that you can do with them: jungle, night, farm, music, and space. Try a cupped-hands whistle. Cup your hands as shown in the illustration. The cup has a small opening that is the dark space between the thumbs. Place your lips on the spot indicated by the arrow. Blow and adjust the angle until you get a loud whistling sound. Play with different sounds, then produce a story. Some sound effects used for the old radio shows include: rolling wax paper gently in your hands to produce the sound of fire; plastic tops from spray cans struck in a box of (clean) cat litter for horses hooves; turning a ratchet for machine sounds; munching uncooked elbow macaroni for the sound of animals eating; and rub two blocks with fine grit sandpaper on them together to create the rhythm of a chugging train.

Past/Present/Future

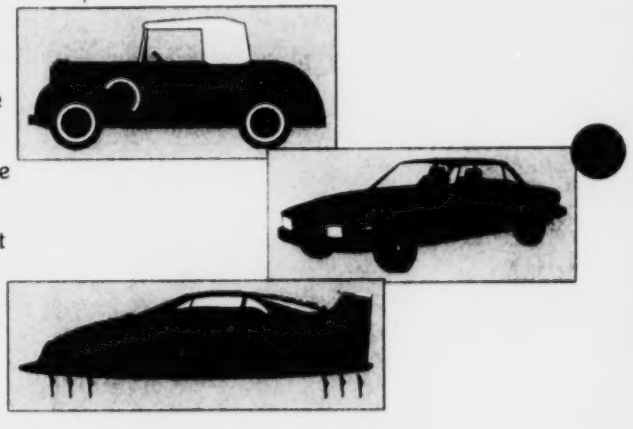
Choose an "invention" that has shaped the world. Some ideas are clock, boat, clothing, backpack, computer, television, cooking device, airplane, telephone, etc. Make a detailed diagram of this invention showing what it looked like in the past, what it looks like today, and what you believe it will look like in the future. Display the example on an overhead. **(see example at end of chapter)**

Inventor Classified

Divide your kids into groups of 5–10. Have them create a classified ad for a "qualified inventor." They should include qualifications, experience, salary, etc.

Imagination Chronicle

Make an overhead of the "Imagination Chronicle" found at the end of the chapter. As a group, brainstorm ideas to fill out the front. Record the children's ideas on the overhead with a permanent marker.



Be a Magician – Make Rabbits Appear

Use the origami pattern provided to create a rabbit. Or make a Presto Bunny. Start with a square sheet of paper. Fold it in half lengthwise. Now fold the top left-hand corner down to make a triangle. Fold an elongated triangle from right to left on the bottom of the paper. Next, fold the paper up from the middle so the bottom half is even with the top half. Lightly sketch the outline of rabbit's ears and head on the paper. Tear or cut out a notch for the nose and eyes. Tear or cut out along the line you drew for the ears and head. **(see pattern with additional instructions at end of chapter)**

Be a Performer – Shadowplay

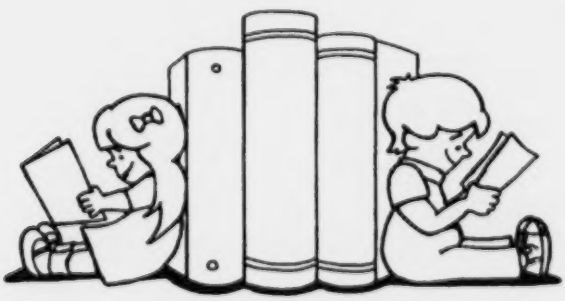
Use the books *Shadow Play: Making Pictures with Lights and Lenses, Hand Shadows to Be Thrown Upon the Wall, Shadowplay, The Shadow Puppet Book, Shadows and More Shadows.* Play musical selections from the CD *Shadows* by David Benoit. Borrow a few flashlights and floorlamps and let everyone participate by making shadows on the wall.
(Shadow Play Program contributed by Carole Blossom, Youth Services Librarian, Bedford Public Library.)

BE A POET – POETRY CAN BE FUN

Use the books *A Light in the Attic, It's Thanksgiving, It's Valentine's Day, Read Aloud Rhymes for the Very Young, and Side by Side*. Use the following poetry selections from these books and other stories listed in this approximate order.

Poem in My Pocket; Funny Face	(as a draw and tell)
Hammock; August Heat	(wear a hat while reciting)
segue to animals–jump or jiggle *Holding Hands*	(hold a stuffed elephant while reciting)
My Teddy Bear	(hold a teddy)
Wild Beasts	(make a lion and bear mask from paper plates to hold while reciting)
I Can Be a Tiger	(make a paper plate tiger mask and hold the stuffed elephant)
Boa Constrictor	(as a draw and tell)
The Frog on the Log	(use a frog puppet); sing *I Know an Old Lady Who Swallowed a Fly*; Mice; I'm Only a Cat; segue to food – Hot Dog. (tie a string to a plastic hot dog);
Mary Had a Little Lamb	(use a stuffed lamb, plate, and fork)
Point of View; I Ate Too Much; Mother's Chocolate Valentine	(use an empty candy box)
I Love You More Than Applesauce; Roses are Red	
segue to weather – Once There Was a Snowman	(use snowman stick puppet)
Umbrellas Bloom	(hold an umbrella while reciting)
segue to baths – Before the Bath The Way They Scrub; Big; Something About Me; The World; My Sister Laura; Halfway Down; Sing Skinamarink as closing song.	(wear a shower cap and hold a rubber duck)

Poetry program contributed by Cindy Macon, Keller Public Library.



For Libraries with Little or No Space

Be an Artist

- Supply 2-inch paper or cardboard circles
- crayons
- 1-inch peel-off adhesive pin backs (available from S&S Arts and Crafts) on a table for kids to work.

Kids can drop in during a day (or for a shorter time period) and use the supplies (and their imaginations) to make original button designs. Buttons can be worn home or put on display in the library. Award ribbons or prizes for most creative, innovative, funny, etc., button.

For those with more space, patience, and resources, put out additional supplies such as glue, wiggly eyes, pipe cleaners, scissors, construction paper, etc. This is a project that could be easily manned by younger or adult volunteers!

Be an Artist, Again

If there is a cyclone-type fence near your library, this is a great activity. Provide rolls of brightly colored crepe paper. Let children stop in and weave the paper in and out of the fence. Take a photo of the artistic results and post in the library. After a few days, it will start to disintegrate. When it does, be sure to remove it so it does not become litter. You might want to enlist the children's assistance.

Local Heroes

A hero need not be somebody famous. Policeofficers stop crimes, doctors save lives, and others perform heroic acts while just doing their jobs. Volunteers are also heroes, who give their time. Look in magazines and newspapers for articles about local heroes. Bind copies of these in a notebook and keep it on display in the library. Invite a hero who is a community leader, star athlete, war survivor, or famous personality to spend some time at your library. Children can drop in informally to discuss your hero/heroine's experiences.

Career Center Dictionary

Reproduce the "Career Center Dictionary" page found at the end of the chapter for children take home. Each child should choose an occupation. Children draw, color, and label their chosen occupation on the page. Older children can also write about why they would like that career. Put the career sheets in a notebook and display in the library.

Meet The Inventive Presidents

Inventors come from all walks of life. There are two presidents who tried their hand at invention: Thomas Jefferson and Abraham Lincoln. Lincoln was the only president to have an invention patented. His invention is on display at the Ford's Theater Museum in Washington, D.C. Display a copy of the picture of his invention. Have a contest to see who can guess what the invention was, what it did, and who made it. Encyclopedias and presidential almanacs would have more information about this interesting invention. Thomas Jefferson was very inventive, creating several items. He never had any of his ideas patented because he wanted everyone to share the benefit from them. Jefferson invented a plow, dumbwaiter, polygraph machine, music stand, cannonball clock, portable writing desk, weather vane, and swivel chair. Hold a 100 word or less essay contest on the importance of one of his inventions. **(see drawing at end of chapter)**

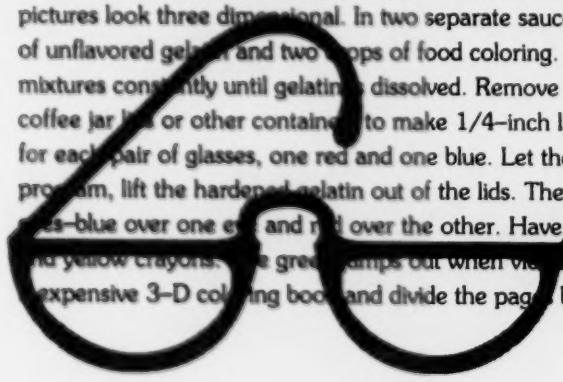
Outdoor Splash

If you have a grassy, shaded, and safe area outside your of library, try some of these fun and messy ideas.

- Barefoot drawing is possible with a roll of butcher paper and crayons. Trace around everyone's feet! Brave librarians will use tempera paint, pie pans, and lots of soap and water to do barefoot painting.
- Set up some empty plastic soda bottles as a target. Soak several sponges in water. Line the children up behind a marker and see who can knock down the target. Warning: it is difficult to predict the path of a wet sponge.
- Fill several large spray bottles with tempera paint. The paint must be mixed very thin so it does not clog the bottles. Hang a large sheet of butcher paper on a fence. Let the children create a group painting.
- Everyone enjoys making bubbles! Fill baby food jars 3/4 full of water. Add 1-1/2 teaspoons of liquid soap and 1-1/2 teaspoons of food coloring. Dip a bubble blower in the solution and blow bubbles over construction paper. As the bubbles break when they hit the paper, they will make a splatter design.

Rose-Colored Glasses

Prepare the lenses for these special glasses two days before the event. These glasses will make flat pictures look three dimensional. In two separate saucepans over medium heat, dissolve 3 tablespoons of unflavored gelatin and two drops of food coloring. Put red in one pan and blue in the other. Stir the mixtures constantly until gelatin is dissolved. Remove from heat. Pour the mixtures into two different coffee jar lids or other containers to make 1/4-inch layers. You will need enough lids to make lenses for each pair of glasses, one red and one blue. Let the gelatin dry for two days. the day of the program, lift the hardened gelatin out of the lids. The lenses can be cut into pieces and held over the eyes-blue over one eye and red over the other. Have the participants draw on paper with read, green, and yellow crayons. The green stamps out when viewed through the lenses. You could also purchase an inexpensive 3-D coloring book and divide the pages between the participants.



Take and Make Activity Sheets

Hand out the following activity sheets, puzzles, and games to reading club participants if you have no space to hold programs. Set up a book display of appropriate books on a table and add the Take and Make sheets to it. The crossword puzzles and sheets on which kids write may also be used as library contests by giving a small incentive to each child who completes one.

Take and Make: Be a Chef

❶ Use your imagination and pretend you are a famous chef. Prepare these special recipes for your audience to observe or taste.

Fantasy Fudge

- 2-1/4 cups sugar
- 1/4 cup butter
- 1 cup marshmallow cream
- 1/4 teaspoon salt
- 1 cup evaporated milk
- 1 teaspoon vanilla
- 6 ounces semi-sweet chocolate chips

Mix the first five ingredients in a 3-quart saucepan. Stir over medium heat until mixture boils. Boil and stir over medium heat for five minutes. Remove from heat. Stir in vanilla and chocolate chips until melted. Spread in a buttered 9" pan. Cool and cut into pieces. Yields 30 pieces

Read the poem *Clouds* by Dorothy Aldis:

If I had a spoon as tall as the sky,
I'd scoop up the clouds that go sliding by
I'd take them right in and give them to cook
And see if they taste as good as they look!

from *All Together: A Child's Treasury of Verse*. G.P.Putnam's Sons, 1952.

❷

Cloud Nine

- 1/4 cup sugar
- 1 pint chilled whipping cream
- 24 ounces each fresh or frozen strawberries, raspberries, and blueberries

Slice fruit and mix together in a large bowl. Beat whipping cream with a rotary beater until thick. Gradually add sugar. Spoon whipped cream on top of fruit. Serve in paper cups. Yields 30 servings

❸

Rice Cake Faces

Create a unique face and taste!

Materials: Rice cakes, spreadable cream cheese, creamy peanut butter, shredded carrots, shredded coconut, sprouts, O–shaped cereal, raisins, bananas, apples, small bowls, plastic knife and spoon, napkins.

Slice the bananas and apples. Put the food items in separate bowls. Look at all the different colors and shapes of the food. Take a rice cake and put it on a napkin. Choose either peanut butter or cream cheese and spread it on the rice cake. This is your glue! Use the food to make eyes, mouths, hair, cheeks, ears, and noses.

TAKE AND MAKE: BE A SCIENTIST – GEYSER

❶ **What you will need:**

- ➢ One see–through bottle with a screw–on lid
- ➢ Hammer and nail
- ➢ Food coloring
- ➢ Plastic straw
- ➢ Hot and cold tap water
- ➢ Two trays of ice
- ➢ Candle and match
- ➢ Bucket

1. Remove the lid from the bottle and use the hammer and nail to pound a hole in the lid. Make the hole big enough inwhich to slide the straw. Slide the straw in about halfway. Now seal the straw in place by dripping hot candle wax around the edge of the hole. Make sure no air can leak out between the star and hole.

2. Put a drop of food coloring and lots of ice into a bucket of water and put the bucket near a sink. Take the bottle, unscrew the lid, and fill it with the hottest possible tap water, then empty it. Repeat several times until the bottle and the air inside of it become hot. Quickly screw the lid back on and put the bottle upside down in the colored ice. A geyser will come up through the straw and into the bottle.

What's Up?

The hot water is r[illegible]hrough [illegible]ttle several times, and the air inside heats up. When the lid is screwed on, hot air is trappe[illegible]de the bottle. When the bottle is put into the ice, the air is quickly cold. The cold air contracts[illegible]it takes up less volume than the hot air. Therefore, there is less air pressure and this causes th[illegible]ater to gush up through the straw. As the cold water comes into the bottle, it further cools th[illegible]and sustains the geyser for 30 seconds.

(Experiment by Mick Prucell, Huston–Tillotson College)

❷

Balloon Blow Up

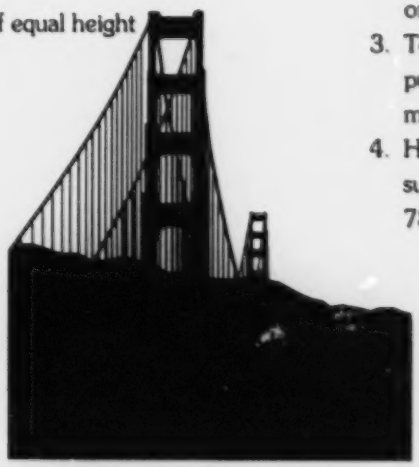
You will need one cup warm water (105 degrees), a glass soft drink bottle, 2 tablespoons yeast, 1 tablespoon sugar, and a balloon.

Place one cup warm water in the glass soft drink bottle. Add 2 tablespoons yeast and 1 tablespoon sugar. Cover the opening of the bottle and shake it vigorously. Stretch the balloon over the mouth of the bottle. Stand the bottle on a table. The balloon will fill with air in 5 to 10 minutes. The yeast and sugar react in the warm water to form a gas, carbon dioxide. The gas fills up the bottle and then moves into the balloon, making it inflate.

TAKE AND MAKE: BE AN ENGINEER–BRIDGE IT

❶ **What you need**

- A sheet of paper
- Two small boxes of equal height
- Scissors
- Ruler
- Pennies



1. Set the boxes on a table, 3" apart.
2. Build a bridge across the boxes using only one sheet of paper. The bridge cannot be glued or taped. You may bend, fold, or cut the paper any way you want.
3. Test the strength of your bridge by putting pennies, one at a time, in the middle of the bridge.
4. How many pennies can your bridge support without caving in? The record is 78 pennies!

(Experiment courtesy of The Austin Children's Museum.)

❷

The Amazing Penny Lift

You will need a ruler, pencil and 16 pennies

1. Lay the pencil flat on a table and set the ruler on top of it so that both sides balance. (Ruler perpendicular to pencil)
2. Stack 8 pennies on the end that has the 12" mark. Where do you have to move the ruler to make it balance now?
3. Take the pennies off and slide the pencil to the 7" mark. Put eight pennies back on the 12" mark. How many pennies do you think you'll have to put on the 1" end to lift the eight on the 12" end?
4. Slide the pencil to the 8" mark. Now how many pennies do you think you will need? Try to balance and see if your guess was correct.

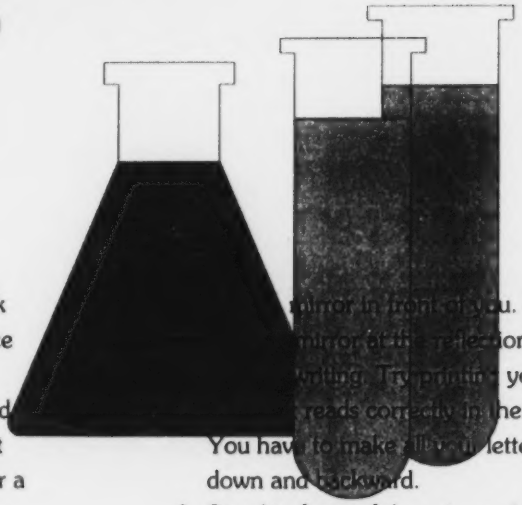
What's up?

Levers have two parts, an arm and something for the arm to pivot on called a fulcrum. The closer the pencil (fulcrum) was to the pennies you were trying to lift, the fewer pennies, or less weight, you need to lift them.

Take and Make: Be a Scientist–M=Mirror

What You Will Need:

- Mylar mirrors (available at craft stores)
- Scissors
- Penny
- Cardboard
- Pencil
- Tape
- Paper

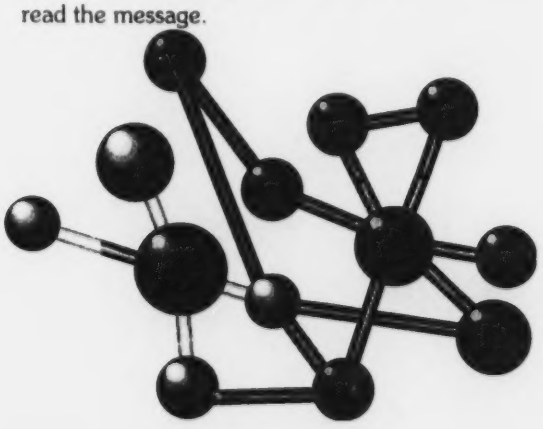


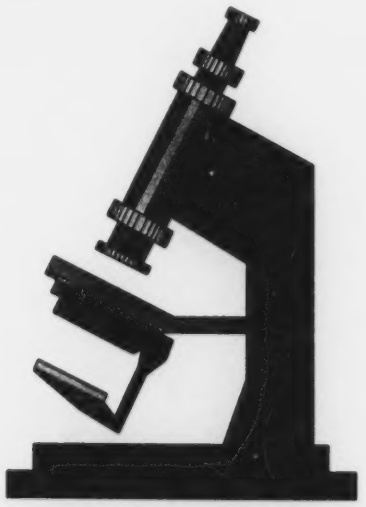
1. Place the mylar on a flat surface. Look straight at yourself. What do you notice about this image?
   Hold the mylar in your hands and bend slightly. Is your image the same? What has happened? Try bending the mirror a different way. How does your image change? Create special effects with your own face!
2. Lightly tape the mirrors to two pieces of cardboard. Angle the mirrors so you are able to focus on a friend's face. How do you look to each other in the mirrors?
3. Tape a mirror to the wall at eye level. Have a friend stand to the right of the mirror while you stand to the left. Move around until you can see your friends eyes. Can your friend see yours?
4. Using mirror symmetry, determine which letters of the alphabet can be split using a mirror. Use the letters to write a secret letter to a friend. Remember—only write half the letter. Your friend will have to use a mirror to complete the letters and read the message.
5. [illegible] mirror in front of you. Looking [illegible] mirror at the reflection of what [illegible] writing. Try printing your name [illegible] reads correctly in the mirror. You have to make all your letters upside down and backward.
6. Stand in front of the mirror. At the top of a piece of paper, draw a crazily curved line. Fold the bottom of the sheet up so you can not see the line on the paper, but can see its reflection in the mirror. Looking only in the mirror, put the pencil point down on the end of the line and trace it. Remember, do not look at the line, only its mirror image.

What's Up?

Reflection occurs when a surface returns light that hits it. Mirrors are good reflectors.

(Activity courtesy of The Austin Children's Museum.)





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Take and Make: Be a Pilot–Twirlies

A fire–breathing dragon or rocket ship to make!

What You Will Need:

- Pattern (at end of chapter)
- 8" x 10" piece of poster board
- A cork
- Straight pin
- 24" length of string
- 12" dowel
- Markers
- Pencil
- Scissors
- Hole punch
- Kitchen knife
- Colored paper strips

1. Cut out or trace the pattern onto the poster board.
2. Use the markers to decorate.
3. Use the hole punch to make a hole in the dragon's tail or the nose of the rocket, 1/4" from the edge.
4. Using the kitchen knife, cut a 1/2" slit in the cork.
5. Push the dragon's nose or the rocket's tail into the cork slit.
6. Push the straight pin through the middle of the colored paper strips and push the pin into the end of the cork.
7. Tie one end of the string to the dragon's tail or the rocket's nose. Tie the other end to the dowel.
8. Make them fly by twirling in the air.

Kaleidoscope

Make this kaleidoscope out of mirrors. Collect two identical oblong travel mirrors. Place one of the mirrors on a piece of cardboard, trace around it, and cut it out. Arrange the mirrors face down on a flat surface and place the cardboard between them. Fasten the mirrors and cardboard together with masking tape. Stand the mirrors and cardboard up so they form a triangle with the mirrors facing inside. Tape the remaining sides together. Tape a piece of wax paper over one end. Take turns placing small items inside the kaleidoscope on the wax paper. Hold the scope and look down into it to see six reflections of items.

Famous Friends Quizzes

Make up a photocopied quiz sheet of famous friends and couples from children's book. Children take a quiz sheet, match the couples, and return the sheet to the library for a small prize. The couples can be from any level of children's book, from easy (Frog & Toad), to middle (Charlotte & Wilbur), to harder (Alexander Arnworth & Blossom Culp).

FAMOUS FRIENDS QUIZ I

Take this quiz sheet and match up the famous characters from books listed on the left with their friends on the right by drawing lines to the correct answer. Return the completed quiz to the Youth Services Desk for a prize!

1. Frog and	Martha
2. Curious George and	The Rogers Family
3. Arthur and	Wilbur
4. Sarah and	The Man with the Yellow Hat
5. Pinkerton and	Grandpa
6. George and	Toad
7. Nate and	Francine
8. Amelia Bedelia and	Sludge
9. Louie, Mary Ann and	Rotten Ralph
10. Charlotte and	Rose

CLUES:
Arthur Brown
Jack Gantos
Steven Kellogg
Arnold Lobel
James Marshall
Peggy Parrish
H.A. Rey
Marjorie Sharmat
James Stevenson

FAMOUS FRIENDS QUIZ II

Take this quiz sheet and match up the famous characters from books listed on the left with their friends on the right. Return the completed quiz to the Youth Services Desk for a prize!

1. Beezus and_____.
2. Marvin Redpost and_____.
3. Bingo Brown and_____.
4. The Mouse and_____.
5. Misty and_____.
6. Charlie and_____.
7. Elizabeth and_____.
8. Joe and_____.
9. Encyclopedia Brown and_____.
10. Peter Hatcher and_____.

Ramona
Nick Tuffle
Frank Hardy
Fudge
Sally Kimball
Stormy
Willy Wonka
Jessica Wakefield
Melissa
The Motorcycle

CLUES:
Judy Blume
Betsy Byars
Ronald Dahl
Franklin Dixon
Beverly Cleary
Margarite Henry
Francine Pascal
Louis Sachar
Donald Sobol

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Well, Imagine That...!

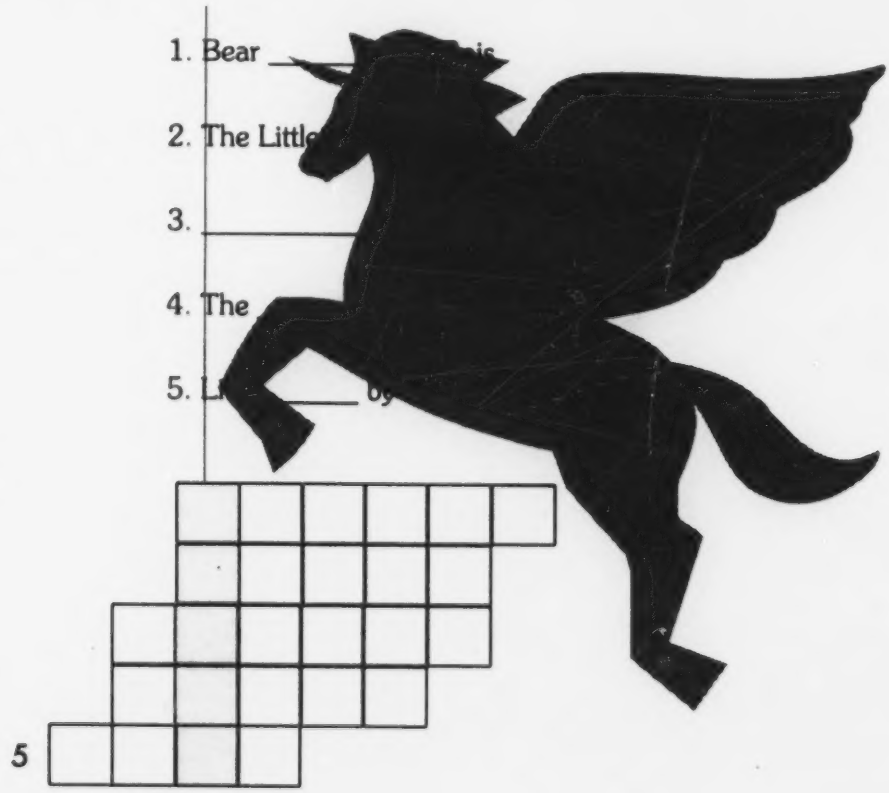
Some observers in another galaxy are watching a traffic jam on Earth. These observers have their own language; some words in their report to their superiors are nothing like ours:

There's a cropiss on thrungo number bipple. The cropiss has been caused by a groll colliding with a slamphor. The motorists are feeling very thrumble, and they are all dracking their horns. We can see one motorist florping his arko and running goppily away from the scene. Thankfully, the schuz have arrived and are helping to direct puliters. We are jungly that we don't live on planet Earth!

Translate this report, using Earthling words for the underlined alien words. Be as precise as possible, because this is a humdinger of a jam!

Unicorn Dream Puzzle

I am a unicorn! I have always wanted to go somewhere. You can help me. Fill in the puzzle with the missing words from the titles of books. If you are correct, the shaded squares will spell out where I want to go.



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Rainbow Crossword

Across

1. The _____ led the Native American Indians in a rain dance.

5. An instrument that measures rainfall is a _____ gauge.

6. The amount of water that falls in the form of rain, snow, etc., is called _____.

7. My rubber boots are call[illegible]

9. Rain is good for pla[illegible]

10. I'm glad I wo[illegible]_____!

Down

1. A _____ [illegible]s in some tropical regions.

2. Have your [illegible]y if you are caught in a _____.

3. I can't go t[illegible]oday, but I'll take a _____.

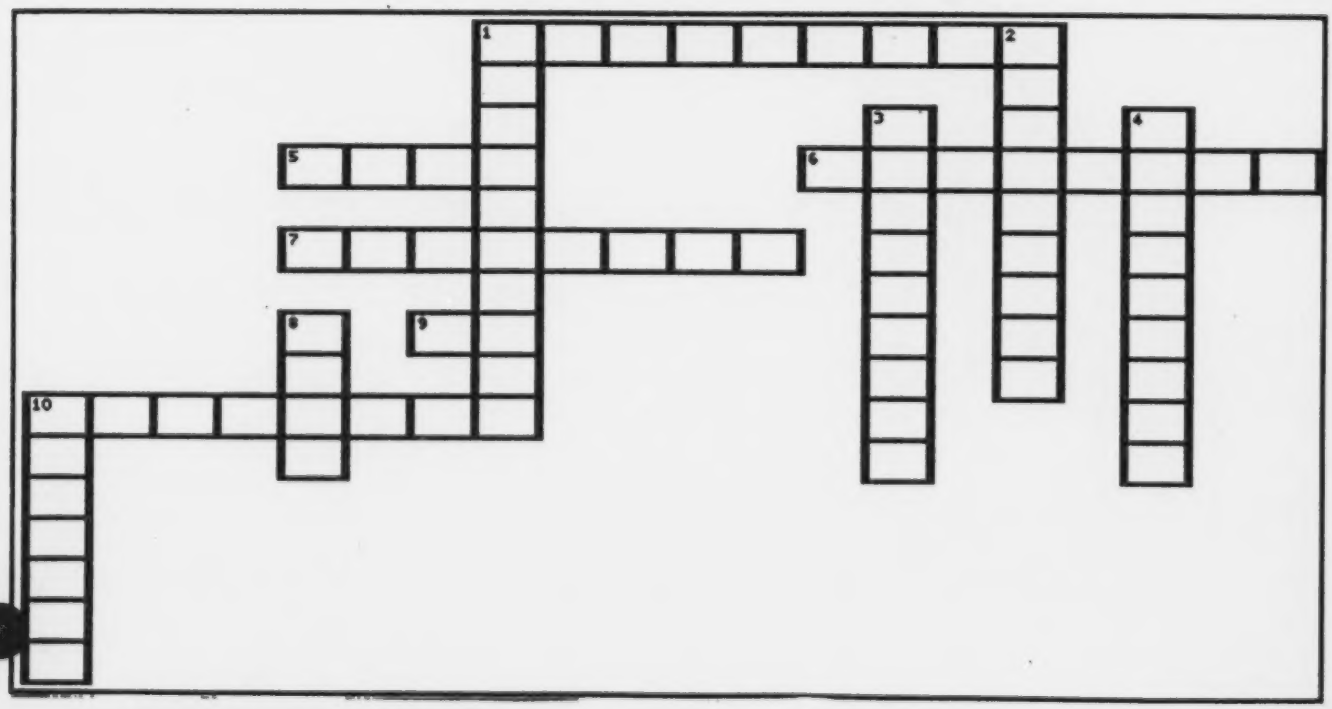
4. _____ is soft water which contains little mineral matter.

8. It rained down by the dock--I almost fell on a slippery _____.

10. A delicious freshwater game fish is the _____ trout.

A. Unicorn Dream

1.	C	Circus
2.	H	House
3.	I	Little
4.	N	Snowy
5.	A	Bear



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Technology and Machines Crossword

Across

1. A moving set of steps which take you up or down.

5. A flying machine.

6. A machine that can do jobs a person would do.

12. You take photographs with it.

13. 15 Down has one, to make it move.

16. The American word for the British "lift" that takes you up or down between floors.

17. Do you listen to music on it?

Down

2. Do you have a personal one (PC) at home?

3. A two-wheeler with pedals.

4. A flying machine with a rotor, not wings.

7. The box you watch shows on.

8. It runs on rails (track) and transports goods or people.

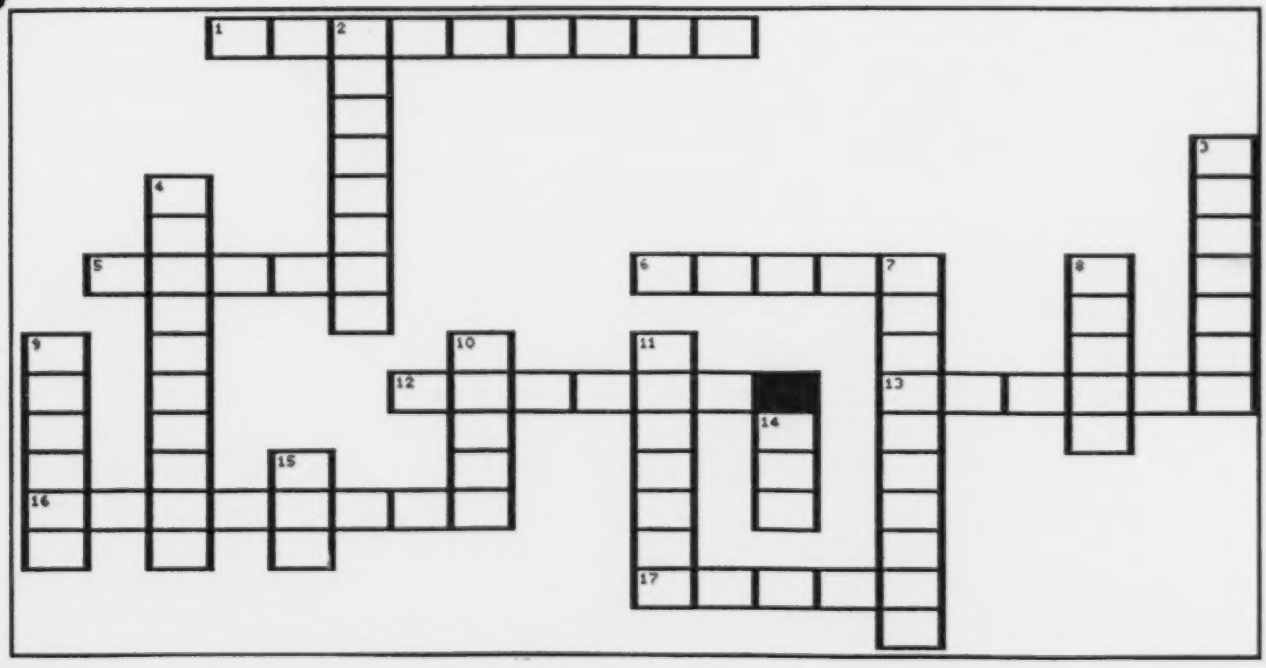
9. It takes people or satellites into space.

10. A narrow, intense beam of light used, for example, to cut things.

11. A farm vehicle which pulls loads or tools.

14. A small truck, perhaps for deliveries.

15. A family vehicle.



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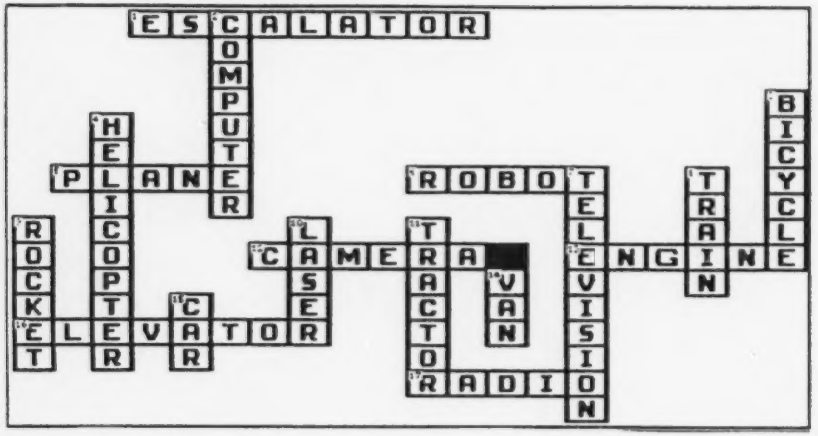
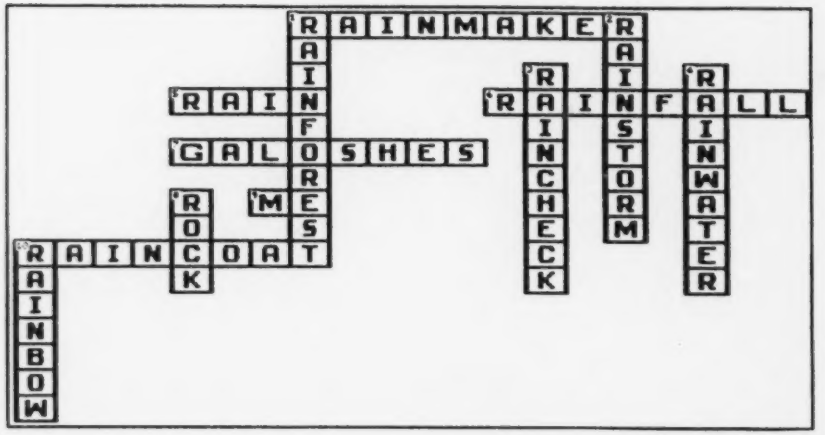
Technology and Machines Key



Rainbow Crossword Key



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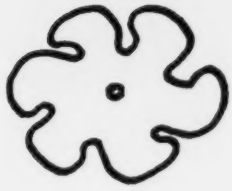
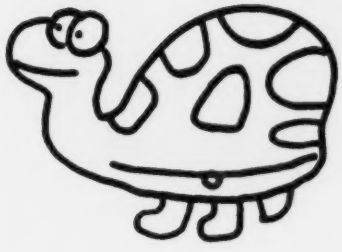
Be a Herpetologist



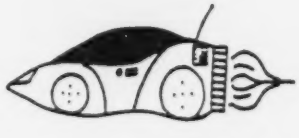


Automobile example: **Past/Present/Future**

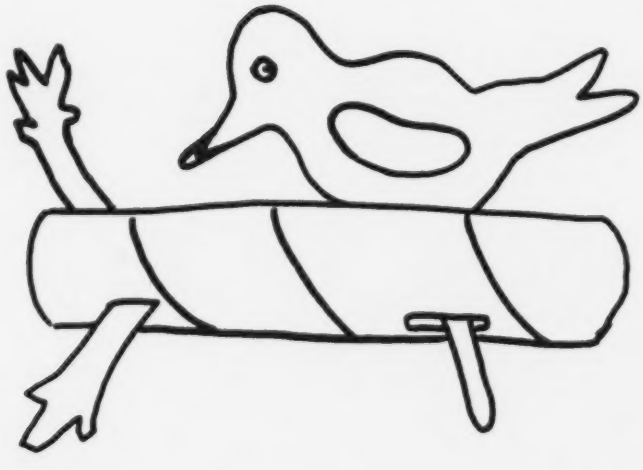
Past: ... small doors ... no glass windows ... often broke down ...

Present: ... glass windows ... many styles ... mechanically reliable ...

Future: ... completely computerized ... move on ground, on water, and through sky ...



Be an Orinthologist



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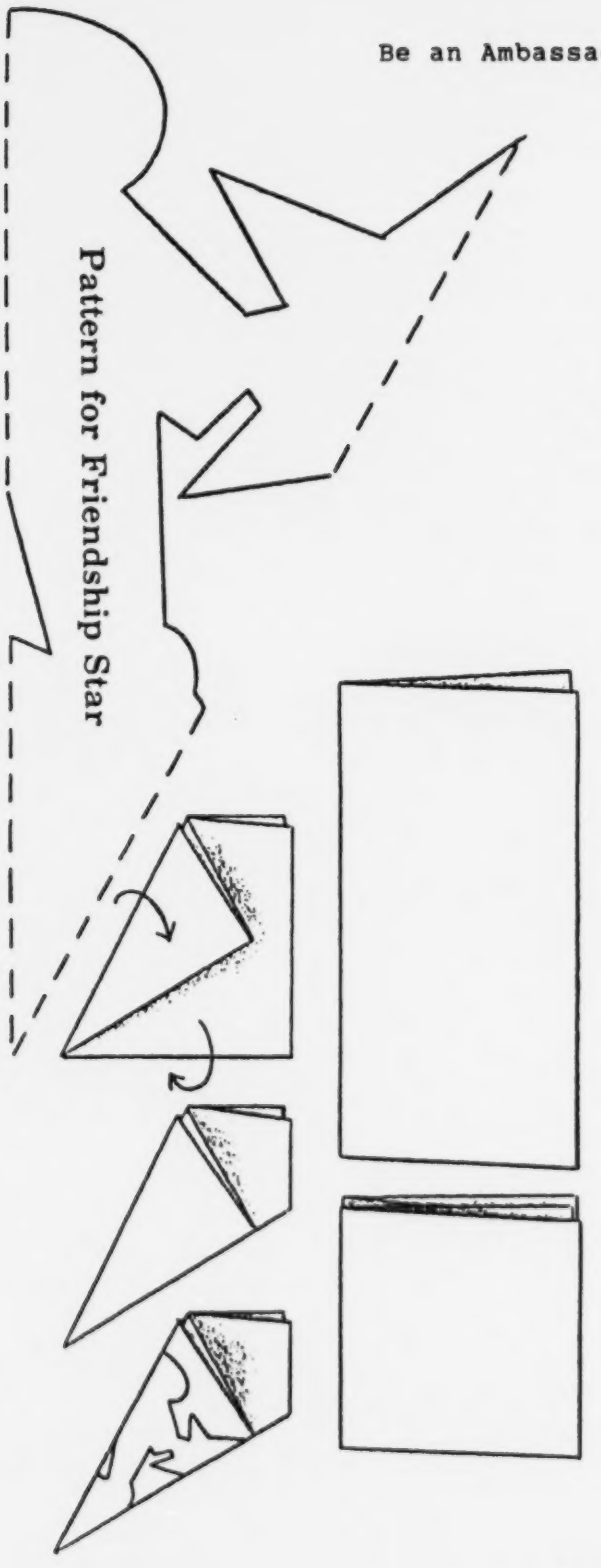

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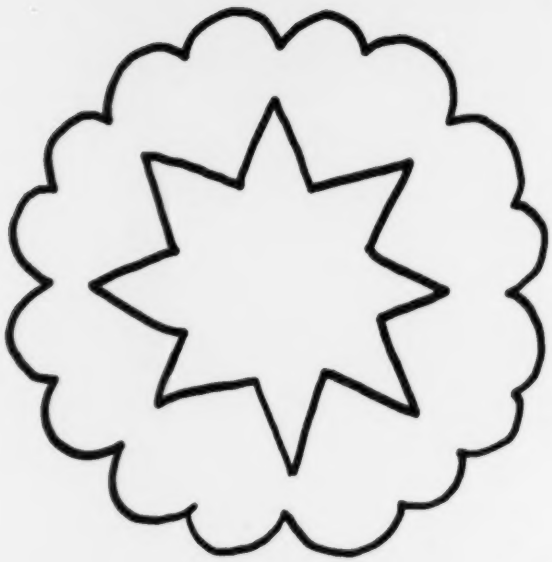

CUT

FOLD

- *Imagination Chronicle* -

Date: _____ Page 1

Todays Contents:

Headline 1
Sports 2
Weather 3
Feature 4
Fashion 5
Horoscope 6

picture

headline #1

picture

headline #2

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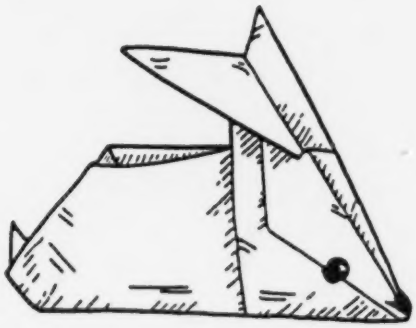
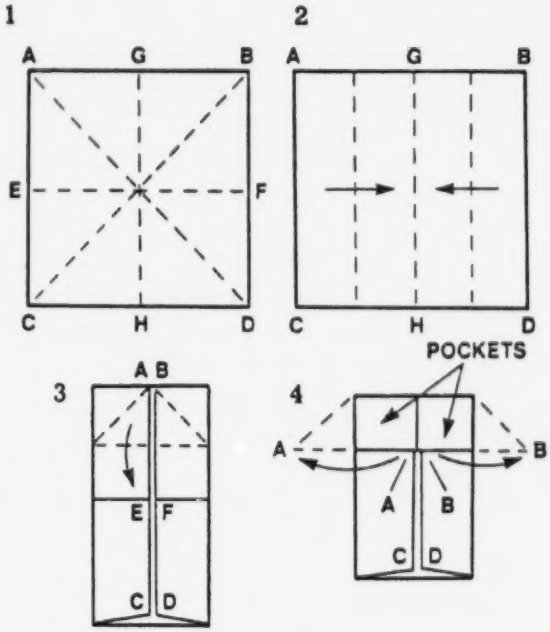
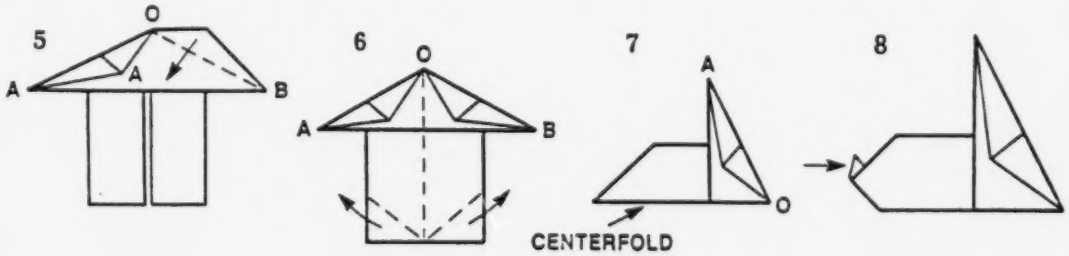
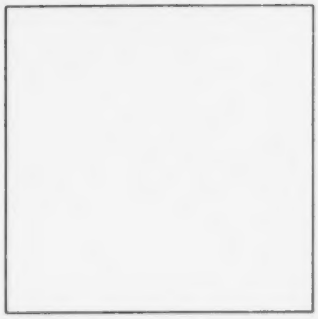
Folded-Paper Rabbit

Remember: Always use absolutely square paper. Novice folders should letter both sides of the paper to correspond to the lettering in the diagram. 1. Fold square in half vertically (GH). Unfold. Fold in half horizontally (EF) and unfold. Fold point A to point D, creating diagonal CB. Unfold and fold point B to point C, making the diagonal AD. Unfold. These four folds are "helping" folds, made to crease the paper so that subsequent folds will be easier. 2. Fold line AC to GH, and then fold BD to GH. 3. Fold A and B down to lie on horizontal line EF. 4. Place thumbs inside two corner pockets and pull points A and B outward and down to make triangular points. (Be sure to check with illustration No. 4.) 5. From top point O of centerfold make diagonal folds to points A and B. 6. Fold bottom corners back. 7. Fold model in half (reversing centerfold). 8. Fold tail inward (a "squash fold"). Push thumb into point to keep the fold even and pinch the sides together. *Rabbit is taken from* Papercrafts *by Ian Adair (David and Charles Holdings, Ltd., 1975).*

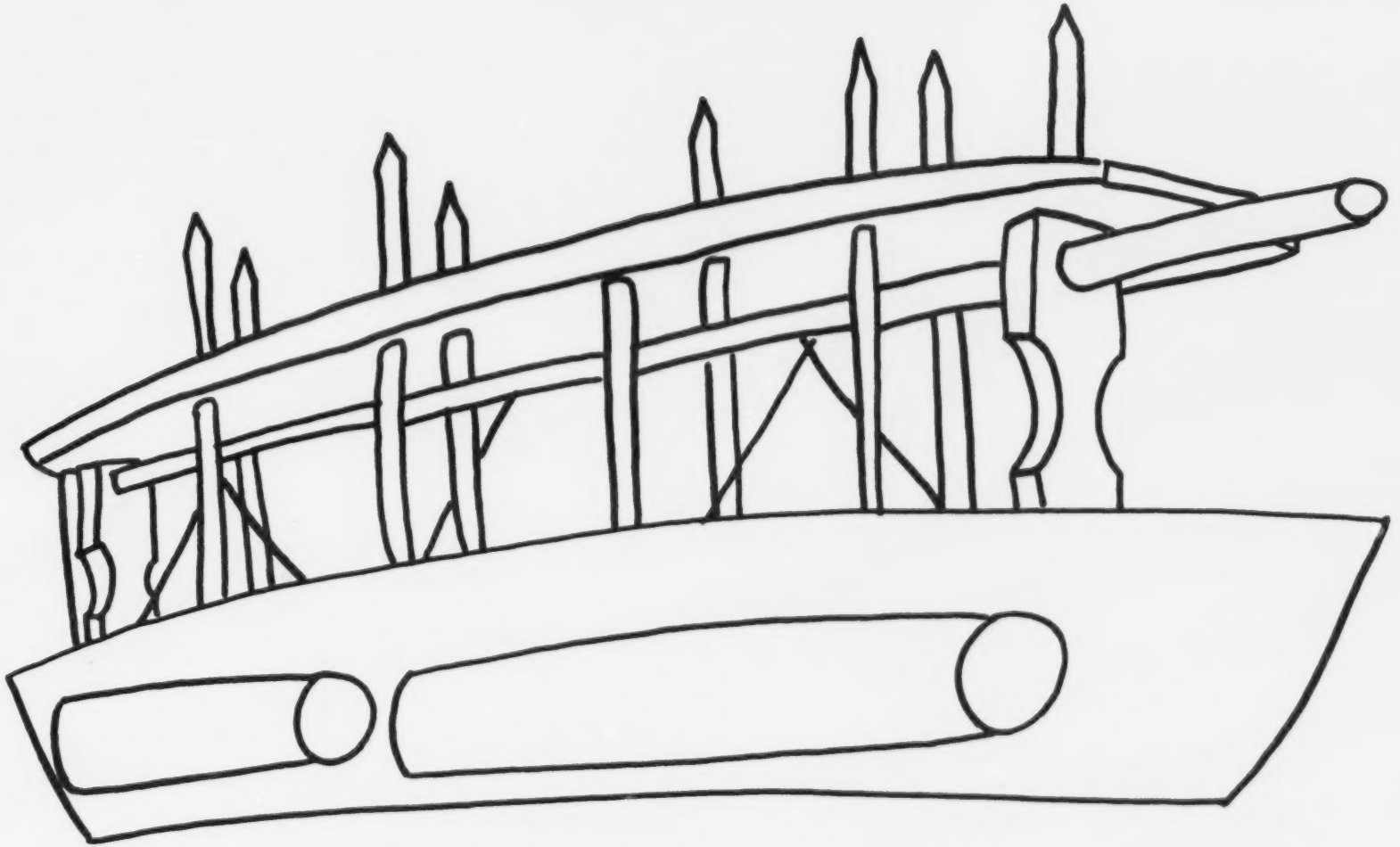




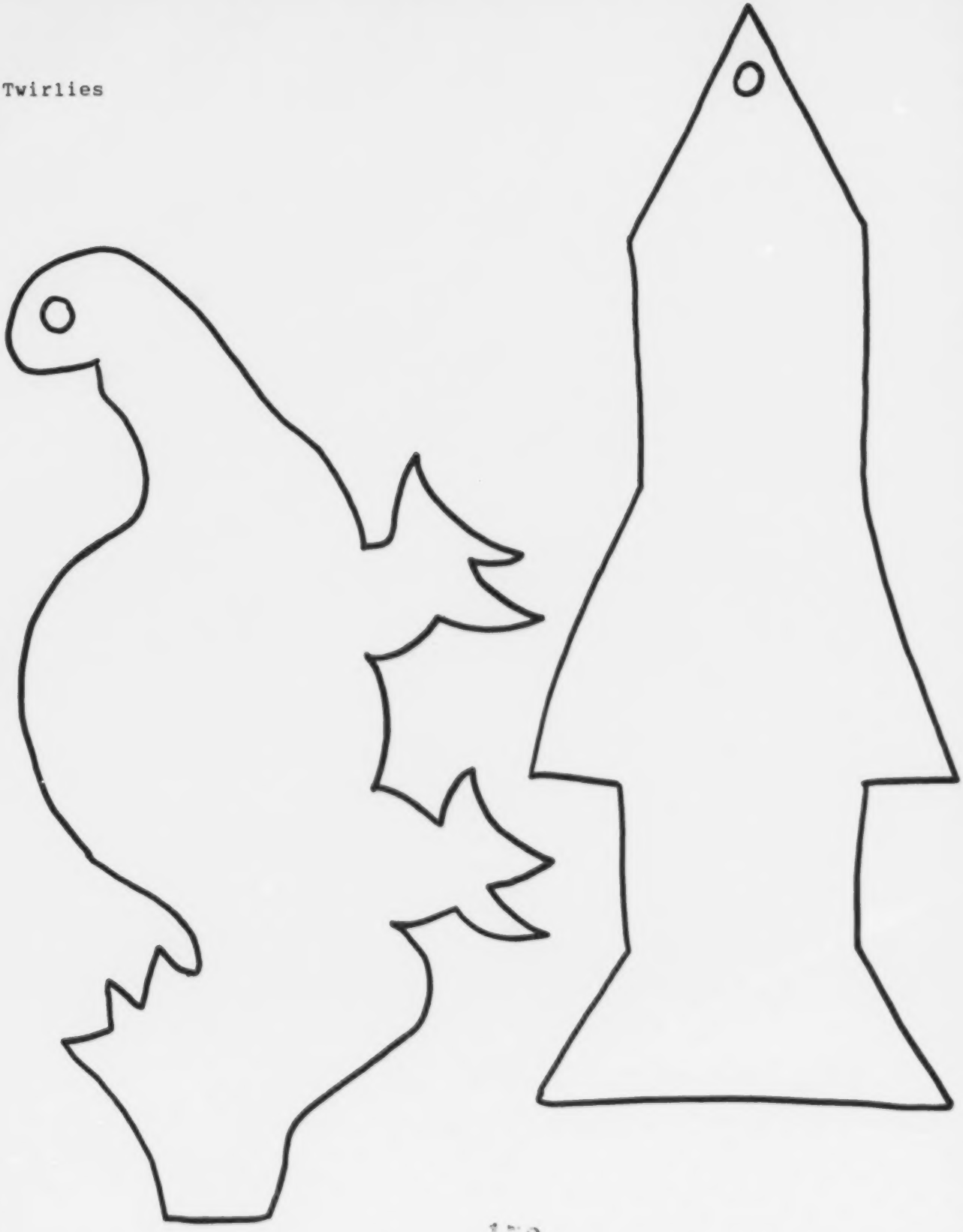


 is for _____.

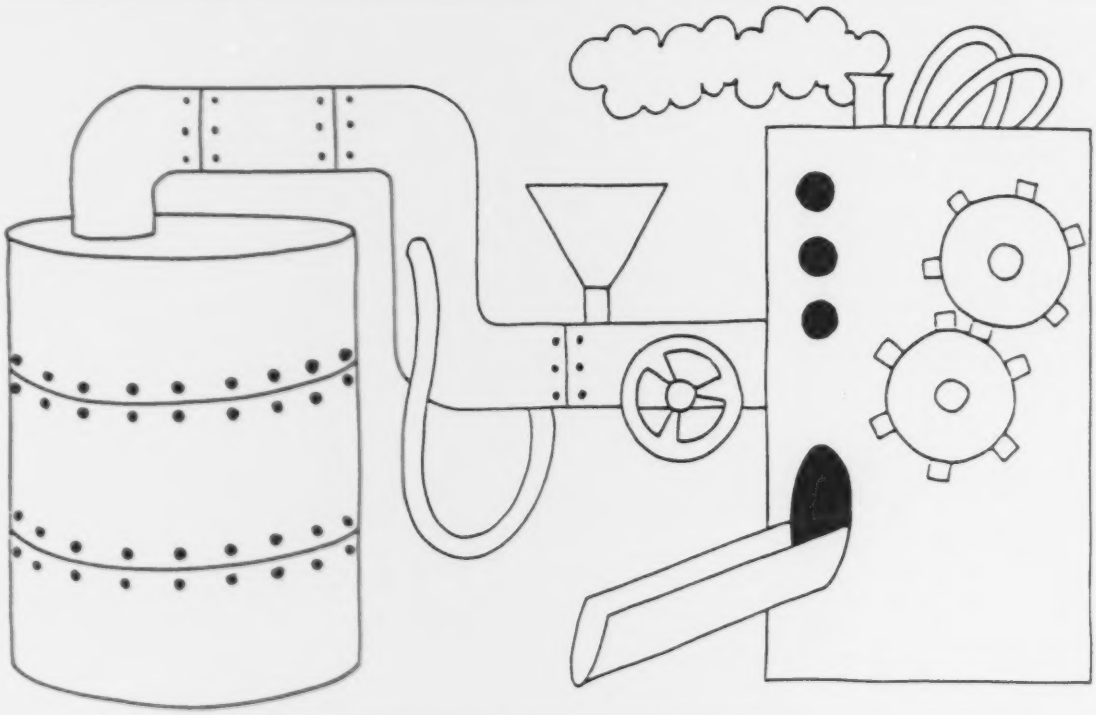
Draw a picture or write a story about your occupation below.



Twirlies



Look at this imaginary machine. What does it do? Use your imagination and draw more parts to make it work. Name your machine.



This machine is a: _____

This machine can: _____

_____

_____

_____

_____

_____

_____

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My Favorite Invention

My favorite invention is _____.

It was invented by _____

in the year _____.

It is used _____

_____

_____.

Someday I would like to invent _____

_____.

It would be used _____

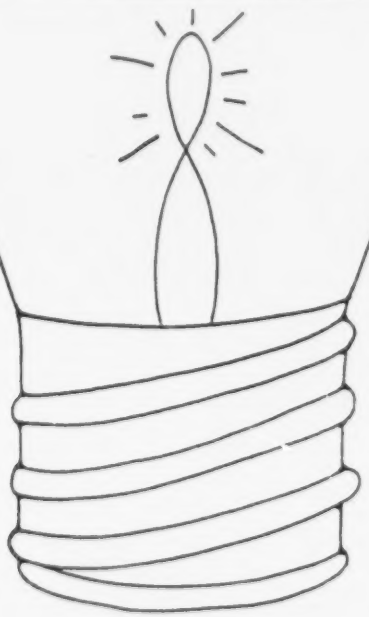
_____

_____

_____

_____

_____.



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INVENTIONS
That Influenced History

When were these invented and who was the inventor?

Airplane
Aspirin
Coca-Cola
Computer(s)
Cotton Gin
Dynamite
Frozen Food
Hologram
Laser
Lawnmower
Microwave Oven
Motorcycle
Phonograph
Polio Vaccine
Rifle
Tape Recorder
Telescope
Toilet (flush)
Typewriter
Zipper

Look for answers in the almanac or in the encyclopedia in your library.

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Famous Inventors

What are these people famous for inventing?

Thomas Edison
Alexander Graham Bell
Eli Whitney
Robert Fulton
George Washington Carver
John Deere
Marie Curie
Rudolph Diesel
George Eastman
Bill Gates
Enrico Fermi
Henry Ford
Garrett Morgan
Wilbur and Orville Wright
Robert Goddard
Louis Pasteur

Look for answers in the almanac or in the encyclopedia or in a biography in your library.

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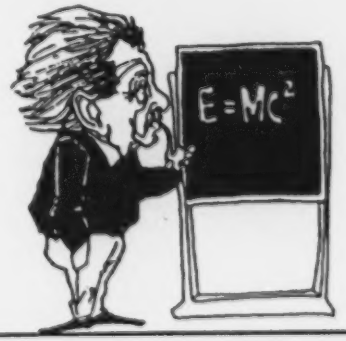
Famous Discoveries

What year were these discoveries made?

Adrenaline	John Jacob Abel
Bacteria	Anton van Leeuwenhoek
Blood Circulation	William Harvey
Cells	Robert Hooke
Cholera Bacteria	Robert Koch
Evolution by Natural Causes	Charles Darwin
Fermentation Causes	Louis Pasteur
Halley's Comet	Edmund Halley
Laws of Motion	Isaac Newton
Neutron	James Chadwick
Oxygen Isolated	Joseph Priestley
Pluto	Clyde W. Tombaugh
Planetary Motion	Johannes Kepler
Radioactivity	Wilhelm Roentgen
Relativity	Albert Einstein
Symbolic Logic	George Boule
Uranus	William Herschel

For the answers to the question look in the almanac or the encyclopedia.



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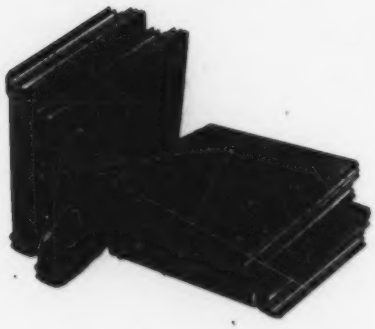

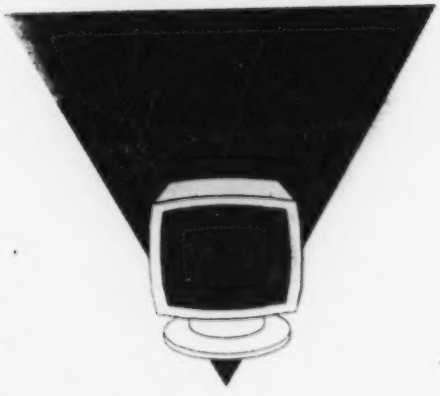

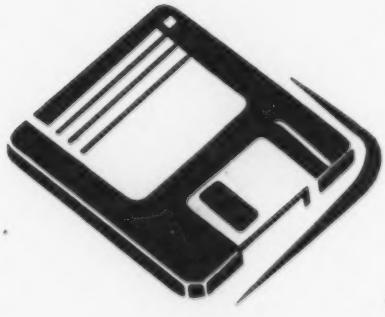

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T=Toddler, PS=Preschool, E=Elementary, YA=Young Adult, ALL=All ages/family

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A brief biography of the printer, inventor, and statesman. (E)

Fyleman, Rose. *A Fairy Went A-Marketing*. Dutton, 1986. A kind fairy shares her market purchases and helps animals. (T)

Gackenbach, Dick. *Dog for a Day*. Clarion, 1987. Sydney's new invention accidentally transforms him into a dog and his dog into him. (PS)

Galli, Letizia. *Mona Lisa: The Secret of the Smile*. Doubleday, 1996. Biography of Leonardo daVinci. (E)

Gardiner, John. *Top Secret*. Little Brown, 1984. A humorous story about school science projects and secrets. (E)

Getz, David. *Almost Famous*. Henry Holt, 1992. Ten year old Maxine is determined to become a famous inventor in order to raise money to help with her brother's heart condition. (E)

Gibbons, Gail. *The Tool Book*. Holiday House, 1982. Depicts the tools used in building and their uses. (T)

Gikow, Louise. *For Every Child, A Better World*. Muppet/Golden Press, 1983. This book discusses the needs of every child--food, clothing, home, air, medicine, play, peace and freedom. (PS)

Ginsburg, Mirra. *Mushroom in the Rain*. Macmillan, 1974. Various animals try to get shelter from the rain under a mushroom.(T)

Gordon, Jeffie. *Six Sleepy Sheep.* Boyd Mills,1991. Sheep try to get to sleep.(T)

Gordon, Ginger. *Anthony Reynoso: Born to Rope.* Clarion, 1996. The true life story of an Hispanic American rodeo performer. (E)

Great Inventions. Dorling Kindersley, 1993. Examines the origins of eight inventions, including the phone, flushing toilet, and press. (E)

Green, Stephanie. *One Foote, Second Grade Strong Man*. Clarion, 1996. A story of self concept based on how others see you. (E)

Greenberg, Keith. *Ben and Jerry*. Blackbirch Press, 1994. A biography of the creators of the famous ice cream. (E)

Greenfield, Eloise. *I Make Music*. Writers and Readers Publishing, 1991. A very young girl takes joy in singing and music. (T)

Griffith, Helen. *Plunk's Dream.* Greenwillow, 1990. John imagines what vivid adventures lie in the dreams of his dog Plunk. (PS)

Haas, Dorothy. *Burton's Zoom Zoom Varoom Machine.* Bradbury, 1990. Evil Professor Savvy tries to steal Burton's rodent powered skateboard invention. (E)

Hamaka, Sheila. *All the Colors of the Earth.* Morrow, 1994. Children come in all colors, but they are all children. (PS)

Hansard, Peter. *Wag, Wag, Wag*. Candlewick Press, 1996. With simple words and large watercolor illustrations, this book shows young children what to expect from real dogs. (PS)

Hall, Donald. *I Am the Dog, I Am the Cat*. Dial, 1994. A poem describes life from both the feline and canine point of view. (PS)

Heller, Nicholas. *Goblins in Green.* Greenwillow, 1995. A succession of goblins present the letters of the alphabet. (PS)

Hennessy, B. G. *Road Builders.* Penguin, 1996. This simple story and text lets young children follow along as a road is built. (T)

Halow, Rosie and Gareth Morgan. *175 Amazing Nature Experiments*. Random House, 1992. Simple nature study experiments, games, crafts, and natural history information. (E)

Hindley, Judy. *Into the Jungle*. Candlewick, 1996. The jungle is full of animals, and if you are quiet you may see them hiding in the shadows. (PS)

Hoban, Tana. *Where Is It?* Macmillan, 1973. A bunny looks for a special treat. (T)

Hopkins, Lee. *Creatures*. HBJ, 1985. Poems of the fantastic and supernatural creatures. (PS)

Hornstein, Henry. *My Mom's a Vet*. Candlewick, 1996. A factual book about Darcie's mother, who is a country veterinarian. (E)

Houck, Eric. *Rabbit Surprise*. Crown, 1993. Richard Fox must rely on a trick of his own when a magic hat left at his door produces more and more rabbits. (T)

Jackson, Ellen. *Cinder Edna*. Lothrop, 1994. Cinderella and Cinder Edna both live with cruel step-families, but have different outlooks on life. (PS)

Jacobs, Kate. *A Sister's Wish*. Hyperion, 1996. An illustrated version of the song "A Sister" by folk singer Kate Jacobs. (PS)

James, Betsy. *The Dream Stair*. Harper and Row, 1990. A young child spends her sleep time traveling up and down the dream stair. (PS)

Jones, Vada. *Kids Can Make Money, Too*. Calico Paws, 1987. Employment ideas for kids.(E)

Kalman, Bobbie. *People at Work*. Crabtree, 1986. Occupations and people's work around the world are explained. (E)

Keith, Adrienne. *Fairies: Celebrations from Season to Season*. Tricycle Press, 1995. A charming book with imaginative fairy information and tiny craft ideas. Comes with a "Fairy Box" to hold treasures in. (ALL)

Kightley, Rosalinda. *The Postman*. Macmillan, 1987. As the postman moves through the his rounds. he sees many aspects of town life. (T)

Kline, Rufus. *Watch Out For These Weirdos!* Viking, 1990. A gallery of wanted posters feature very unusual kids who are all friends. (PS)

Koralek, Jenny. *The Boy and the Cloth of Dreams*. Candlewick, 1996. A boy sleeps nightly under his cloth of dreams, which is a quilt made by his grandmother to keep away bad dreams. (PS-E)

Kraus, Robert. *Where Are You Going, Little Mouse?* Greenwillow, 1986. A little mouse leaves home in search of a new family. (T)

Kurjian, Judi. *In My Own Backyard*. Charlesbridge, 1993. A young child imagines her yard as it was in previous historical and geological times. (PS)

Kvasnosky, Laura. *What Shall I Dream?* Dutton, 1996. Dream Brewers, Dream Weavers, and Dream Sweepers all try to conjure up a dream for a young prince, but it's his nursemaid who urges him to discover his own dreams. (PS)

Lafferty, Peter. *The Inventor Through History*. Thompson, 1993. This book highlights inventor accomplishments from the printing press in the 15th century to the electronic gadgets of today. (E)

Lewis, Barbara. *Kids With Courage: True Stories of Young People Making a Difference*. Free Spirit, 1993. Short stories about kids who risked their lives to save others. (E)

Leventhal, Dorothy. *What is Your Language?* Dutton, 1994. A young boy is off to see the world, singing and listening to various languages. (PS)

Lillegard, Dee. *I Can Be a Carpenter*. Children's Press, 1988. Examines different jobs and education needed for the field of carpentry. (PS)

Macaulay, David. *The Way Things Work*. Houghton, 1988. Explains the technology of machines and devices using illustrations and humor. (E)

Manson, Beverlie. *The Fairy's Alphabet Book*. Doubleday, 1982. Fairies from A to Z. (T)

Marsh, Jeri. *Hurrah for Alexander*. Carolrhoda, 1977. Even though his inventions are not always successful, Alexander keeps trying.

Martin, Bill. *Listen to the Rain*. Henry Holt, 1988. Rhymed text about rain and rainfall. (T)

Marzollo, Jean. *The Baby Unicorn*. Scholastic, 1987. A group of unicorns use the "Eight Horn Spell for Friendship" to tame a pack of mean dragons. (PS)

Marzollo, Jean. *I Spy Fantasy*. Scholastic, 1994. A seek and find game book featuring fantastic objects. (E)

Massie, Diane. *The Baby Bee–Bee Bird*. All is quiet at night in the zoo except the Baby Bee Bee Bird who cannot sleep. (T)

Mayer, Marianna. *The Unicorn Alphabet*. Dial, 1989. What unicorns do from A to Z. (PS)

Mayer, Marianna. *There's a Nightmare in My Closet*. Dial, 1968. Classic tale of a boy and his not-so-brave nightmare. (PS)

McCarthy, Bobette. *Dreaming*. Candlewick, 1994. Asleep in his cozy bed, a dog dreams of a midnight row out to sea. (PS)

McGuire, Leslie. *Big Frank's Fire Truck*. Random House, 1996. All in a day and night at a firehouse. (PS)

McHugh, Christopher. *People at Work*. This book shows how artists through history have depicted people working. Thompson Learning, 1993. (E)

McNaughton, Colin. *Here Come the Aliens!* Candlewick, 1995. A group of not so nice aliens speed towards earth until they are unexpectedly frightened away. (PS)

Medearis, Angela. *Dancing With the Indians*. Henry Holt, 1991. A girl and her family visit the tribe of Indians who saved her grandfather from slavery. (PS)

Meyerowitz, Rick. *Elvis the Bulldozer*. Random House, 1996. Little Elvis Bulldozer rescues a forest from destruction. (PS)

Miller, Margaret. *Who Uses This?* Greenwillow, 1990. Brief questions and answers accompany photos of tools and objects used in work. (T)

Minters, Frances. *Cinder–Elly*. Viking, 1994. A rap version of Cinderella in which the prince is a star basketball player. (PS)

Morgan, Kate. *The Story of Things*. Walker, 1991. A brief general history of inventions. (E)

Murphy, Jim. *Guess Again: More Weird and Wacky Inventions*. Bradbury, 1986. More drawings of unusual inventions with clues to their use. (E)

Murphy, Jim. *Weird and Wacky Inventions*. Bradbury, 1978. Drawings of unusual inventions with clues to their use. (E)

Myers, Bernice. *Sidney Rella and the Glass Sneaker*. Macmillan, 1985. Sidney becomes a football star with as little help from his fairy godfather. (PS-E)

Neuman, Pearl. *When Winter Comes*. Raintree 1989. Explains how the woodchuck, bear, fox, and goose get ready for winter. (T)

Nixon, Joan Lowery. *Will You Give Me a Dream?* Four Winds, 1994. Matthews mother gives him the beginning of a dream to help him fall asleep. (PS)

Onyefulu, Obi. *Chinye*. Viking, 1994. A West African Cinderella tale from Nigeria. (PS-E)

Oppenheim, Joanne. *Could It Be?* Bantam, 1990. A hibernating bear is late waking up for spring until he hears a certain sound.(T)

Osofsky, Audrey. *Dreamcatcher*. Orchard, 1992. In the land of the Ojibwa, a baby sleeps protected from bad dreams by a dreamcatcher. (PS)

Otfinoski, Steve. *The Kid's Guide to Money: Earning It, Saving It, Spending It, Growing It, Sharing It*. Scholastic, 1996. Budgeting, money making, interest, credit card, and other information for kids. (E)

Oxlade, Chris. *Science Magic with Air*. Barron's, 1994. Tricks with air include a self inflating balloon, ping-pong magic wand, and many others. (E)

Oxlade, Chris. *Science Magic with Forces*. Barron's, 1994. The tricks for forces use a pendulum, gravity, a lever, and friction. (E)

Oxlade, Chris. *Science Magic with Light*. Barron's, 1994. Learn about refraction, reflection, and color illusions. (E)

Oxlade, Chris. *Science Magic with Machines*. Barron's, 1995. Ten tricks include a mystery box that makes things disappear. (E)

Oxlade, Chris. *Science Tricks with Magnets*. Barron's, 1994. With a couple of magnets, batteries, wire, and other household items, you can do ten tricks including an electric snowstorm. (E)

Oxlade, Chris. *Science Magic with Shapes and Materials*. Barron's 1995. Ten feats of magic featuring bending spoons, levitating boxes, and more. (E)

Oxlade, Chris. *Science Magic with Sound*. Barron's, 1994. Make a glass sing and a box whisper with this book. (E)

Oxlade, Chris. *Science Magic with Water*. Barron's, 1994. Fun ideas include turning a white rose to red. (E)

Paulsen, Gary. *Hatchet*. Bradbury, 1987. After a plane crash, Brian spends 54 days alone in the wilderness relying on his wits and a hatchet. (E)

Pfeffer, Susan Beth. *The Trouble With Wishes*. Henry Holt, 1996. Katie Logan has been given three wishes by a genie found in a cereal box that she must use carefully. (E)

Piriani, Felix. *Abigail at the Beach*. Dial, 1989. A girl goes to the beach and uses her imagination to build the biggest sandcastle in the world. (PS)

Pogue, William. *How Do You Go to the Bathroom in Space?* Doherty, 1985. Miscellaneous space flight trivia. (E)

Reinach, Jacqueline. *Happy Birthday, Unicorn*. Henry Holt, 1978. The unicorn changes everyone's conception of a proper senior birthday party. (PS)

Richards, Norman. *Dreamers and Doers: Inventors Who Changed our World*. Atheneum, 1984. Discusses the lives and inventions of Robert Goddard, Charles Goodyear, Thomas Edison, and George Eastman. (E)

Richards, Roy. *101 Science Surprises: Exciting Experiments with Everyday Materials*. Sterling, 1993. Easy and quick experiments. (E)

Ringgold, Faith. *Tar Beach*. Crown, 1991. Two children imagine flying from a rooftop of tar. (PS)

Rockwell, Anne. *Machines*. Macmillan, 1972. Simple colorful illustrations show how machines work. (T)

Rockwell, Anne. *The Tool Box*. Macmillan, 1972. Simple, colorful illustrations show tools and their uses. (T)

Rosenberg, Liz. *Mama Goose: A New Mother Goose*. Philomel, 1994. Modernized Mother Goose tales. (T)

Rowe, John. *Rabbit Moon*. Picture Book Studio, 1992. An old rabbit tries to replace what he thinks is the fallen moon. (T)

Rylant, Cynthia. *The Dreamer*. Scholastic, 1993. An artist creates the earth, sky, trees, and all the creatures of the earth from his dreams. (PS)

Sanders, Scott. *The Engineer of Beasts*. Orchard, 1988. Mooch helps an old engineer make realistic animal robots. (E)

San Souci, Robert. *Sootface*. Doubleday, 1994. Although she is mocked and mistreated by her sisters, Sootface wins the heart of a warrior through her kindness. (PS-E)

Saunders, Susan. *Kate the Winner*. Scholastic, 1991. Kate tries a money making project in this Sleepover Friends book. (E)

Schecter, Ben. *If I Had A Ship*. Doubleday, 1970. A boy tells of the travels he would make if he had his own ship. (T)

Sendak, Maurice. *Where the Wild Things Are*. Harper and Row, 1962. The classic tale of Max, who is sent to his room but ends up on a magical island with the Wild Things. (PS)

Sheldon, Diane. *Under the Moon*. Penguin, 1993. After discovering an arrowhead in her backyard, a girl dreams of the Indians who lived there before her. (PS)

Snow, Allan. *The Monster Book of ABC Sounds*. Puffin, 1995. A hide and seek game produces monster sounds from "Ahhh" to "ZZZZ." (PS)

Spier, Peter. *Dreams*. Doubleday, 1986. Two children interpret the shapes of clouds passing by. (PS)

Standiford, Natalie. *Astronauts are Sleeping*. Knopf, 1996. Three sleeping astronauts whiz around the earth in space, but what are their dreamings? (T)

Strauss, Michael. *Where Puddles Go: Investigating Science With Kids*. Heinemann, 1995. Learn about evaporation, condensation, crystallization in a clearly written book that includes experiments and other activities. (E)

Strickland, Paul. *Machines as Big as Monsters*. Penguin, 1996. This book puts you in the driver's seat of a dump-truck, a gigantic resurfacing machine, and a dragline excavator. (PS)

Strickland, Paul. *Machines as Tall as Giants*. Penguin, 1996. This book shows how firemen reach tall windows, how workers build giant ships, and how car crushers work. (PS)

Tabor, Nancy. We Are a Rainbow/Somos Un Arco Iris. Charlesbridge, 1995. Children of the world make up a rainbow. (PS)

Tester, Sylvia. *One Unicorn: A Counting Book*. Child's World, 1977. Count the colorful unicorns. (PS)

Thompson, Kim. *I'd Like to be an Astronaut*. Twin Sisters Productions, 1996. 12 songs about weightlessness, living in space, and the history of space travel. (PS)

Tucker, Tom *Brainstorm: The Story of 20 American Kid Inventors*. FS & G, 1995. Short information on the lives of children who have invented things. (E)

Vail, Rachel. *Daring To Be Abigail*. Orchard, 1996. Abby Silverman decides to spend her summer at camp being courageous. (E)

VanMeter, Vicki. *Taking Flight: My Story*. Viking, 1995. A child pilot's true story. (E)

Wade, Allan. *I'm Flying*. Knopf, 1990. A boy floats his balloon across mountains, plains, vistas, cities, and the sea to land on a desert island. (PS)

Weiss, Ellen. *The Tool Box Book*. Children's Television Workshop, 1980. Mr. Hooper gets out his tool box on fix-it day and uses all kinds of tools. (T)

Wellington, Monica. *Night Rabbits*. Dutton, 1985. Wide awake rabbits have a nighttime adventure. (T)

Wellington, Monica. *The Sheep Follow*. Dutton, 1992. After following all the animals that pass by, the sheep are too tired to follow their shepherd. (T)

Wells, Rosemary. *Fritz and the Mess Fairy*. Dial, 1991. Fritz meets his messy match when attempting to do a science project. (T)

Weiss, Nicki. *Where Does the Brown Bear Go?* Greenwillow, 1989. When the lights dim in the city, the animals find their way home. (T)

Westerberg, Christine. *The Cap That Mother Made*. Prentice Hall, 1977. A Swedish folktale featuring a unicorn. (PS)

Whitman, Candace. *The Night is Like an Animal*. Farrar, 1996. A rhymed story illustrated with torn paper collage and watercolor describes the night poetically. (T)

Willard, Nancy. *The Mountains of Quilt*. HBJ, 1987. Four magicians lose their magic carpet, which ends up in the middle of a handmade quilt. (PS)

Williams, J. Alan. *The Interplanetary Toy Book: Space People, Vehicles, Creatures, and More for You to Make*. Macmillan, 1985. Instructions for making space vehicles and creatures from everyday items. (E)

Wood, Audrey. *The Flying Dragon Room*. Scholastic, 1996. A magical beautiful room! (PS)

Wright, Kit. *Tigerella*. Scholastic, 1994. A Cinderella story featuring a fierce heroine. (PS-E)

Yaccarino, David. *If I Has a Robot*. Viking, 1996. A young boy imagines what it would be like to have a robot to deal with vegetables, kissing Aunt Louise, and other yucky stuff. (PS)

Yee, Wong Herbert. *Fireman Small*. Houghton Mifflin, 1996. Fireman Small and his faithful Dalmatian are a brave and charming pair. (T)

Yorinks, Arthur. *Hey, Al!* F S & G, 1986. Al learns to be content with his life after a very strange dream. (PS)

Videos

Angela's Airplane and The Fire Station. Golden Book Video, 1992. (25 min.) Two books by Robert Munsch--*Angela's Airplane*, where Angela accidentally learns to fly, and *The Fire Station*, where Sheila and Michael take a ride on a fire truck. (PS)

Animal Antics. Fun Learning Productions, 1991. (21 min.) Sing along songs about animals including "Monkey See, Monkey Do" and "Honeybees and Bears." (PS-E)

Behind the Scenes: Tour of a Museum. United Learning, 1995. (21 min.) This film shows the ways that museums have not only displays and exhibits, but also provide specimens and artifacts to the scientific community. (E)

Beyond the Stacks: Finding Fun in the Library. Cheshire Book Companions, 1992. (11 min.) A 13-year-old girl tours the library and discovers books, CDs, videos, and other fun things. (E)

Bill Nye the Science Guy. 5 videos of 50 minutes each, Disney Home Video, 1995. Various science concepts, such as force, are introduced humorously. (E)

Breaking the Silence: An Introduction to Sound. Rainbow Education, 1988. (20 min.) Frequency, pitch, and sound waves are demonstrated through experiments and animation. (E)

Bridges. Kaw Valley Films, 1990. (30 min.) Gives the history, four basic designs, and famous bridge information. (E)

Building Skyscrapers. David Alpert Associates, 1994. (40 min.) Visit building sites, a concrete plant, the Empire State Building, and various other skyscrapers. (E)

Cinderella. Encyclopedia Brittanica, 1991. (30 min.) The theme of the story of Cinderella as interpreted by different countries and cultures. (E)

Come Fly with Us. Paragon Home Video, 1994. (30 min.) Three youngsters dream of flying some great planes of history. (E)

Cops Are Tops: Our Police at Work. Rainbow Educational, 1994. (15 min.) Examines the role police have in protecting the community. (PS-E)

Critter Songs. Video Project, 1995. (12 min.) A celebration with catchy songs and children's artwork that discusses our connection to the animal world. (PS-E)

Dancing with the Indians. Live Oak, 1994. (8 min.) A young girl recounts her family's annual visit to the ceremonies of a Seminole tribe that helped her grandfather during the Civil War. (PS)

Destination: Science. Disney Educational, 1984. (20 min.) Shows the relevance of scientific inquiry to everday life. (E)

Discovering Simple Machines Series. United Learning, 1991. (4 videos, 8 min. ea.) Covers all the important concepts related to work, energy, and the six simple machines. (E)

Dream Big Series. Weaver Finch, 1995. 4 videos (30 min. ea.) A series of four videos describing different professions or activities. Includes *I Wish I Were a Ballerina, I Wish I Were a Cheerleader, I Wish I Were a Cowboy*, and *I Wish I Were a Football Player*. (PS)

Dream is Alive. Lumnivision, 1995. Walter Cronkite narrates this window seat to the space shuttle. (E)

Dr. Zed's Brilliant Science Activities. Children's Group, 1994. (30 min.) A hands on introduction to the magic of science through tricks and activities. (E)

Elroy's Toys. Dreamworks, 1995. (30 min.) Elroy though it was just another night of homework until a group of crazy characters popped off his computer screen. (ALL)

Exploring Light and Color. United Learning, 1993. (20 min.) Topics include the electromagnetic spectrum, sources and properties of light, reflection, refraction, and lenses. (E)

Fire and Rescue. Fred Levine, 1993. (30 min.) This Parent's Choice Award video presents the special training and activities of fire fighters. (E)

First Look at Careers. Meridian Educational, 1991. 2 videos. (31 min. each) A two part video brings a dictionary of occupations from airline pilot to zoologist to life. (E)

Flight of the Dragons. Washington Advocates, 1993. (98 min.) Based on the book by Peter Dickinson, a group of wizards bring a modern man back into the time of dragons. (ALL)

The Flying Machines. Lumina, 1993. (45 min.) A look at the National Air and Space Museum. (E)

How Scientists Think and Work. Hawkhill Associates, 1994. (20 min.) This video introduces the scientific method and shows famous scientists. (E-M)

How Things Work. Tell Me Why, 1989. (30 min.) A video encyclopedia answering questions about telescopes, televisions, dams, refrigerators, engines, etc. (E)

I Can Build. Cantoo Tapes, 1994. (25 min.) This Parent's Choice Award video shows the building of a playhouse designed by children. (PS)

I Love Big Machines. TM Books, 1995. This video explains how things kids see every day are made and the role machines play in the process. (PS)

Imaginaria. BMG Video, 1995. (40 min.) Song, dance, and storytelling is combined with state of the art computer animation. (ALL)

Job of a T.V. Meteorologist. United Learning, 1993. (18 min.) A well-known meteorologist explains how he gathers information and data to determine forecasts and weather bulletins. (E)

Kids Get Cooking. Kidvidz, 1989. (30 min.) A Live-action celebration of food and cooking activities all featuring eggs. (PS-E)

Kid's Kitchen. Foodplay, 1992. (50 min.) New and time tested recipes presented in an entertaining manner. (ALL)

The Little Rabbit Who Wanted Red Wings. Children's Circle, 1994. (25 min.) Video version of the book by Carolyn Bailey. (PS)

Madeline at Cooking School. Golden Book Video, 1993. (26 min.) Madeline and the other French girls enroll in a cooking school run by Chef Flamb. (PS)

Molly's Magic. Marsh Media, 1995. (14 min.) Molly, an Irish pig, helps save the O'Malley farm with her creative thinking. (PS)

Mose the Fireman. Rabbit Ears, 1993. (30 min.) A comic history of New York's legendary fireman. (PS-E)

Moving the Mail: Postal Employees at Work. Rainbow Educational, 1994. (15 min.) Examines the duties of a postal worker that help the mail get delivered to the proper address. (E)

My First Cooking Video. Sony Kids Music, 1992. (50 min.) Shows children how to cook great, pizza, pastry, tart, cake, etc. (PS-E)

News Travels Fast: All About T.V. Newscasting. Rainbow Educational, 1987. (18 min.) Takes a look behind the scenes at the gathering of news at a Philadelphia T.V. Station. (E)

Patrick Stewart Narrates the Planets. BMG Video, 1991. (51 min.) Discusses man's voyages into space. (E)

Peeping Beauty. Live Oak, 1993. (8 min.) Following her dream of becoming a famous ballerina, Poulette is nearly taken in by a slick talent scout. (PS)

Piggy Banks to Money Markets. Kidvidz, 1993. (30 min.) A Parent's Choice Award winning video guide to dollars and cents. (PS-E)

Richard Scarry's Best Busy People Video Ever. Sony Wonder, 1993. (30 min.) Richard Scarry's characters talk about what they want to be when they grow up. (PS)

Sesame Street Visits the Firehouse. Sony Wonder, 1990. (30 min.) Big Bird and Roscoe visit the firehouse. (PS)

Simple Machines for Beginners Series. Coronet, 1990. 2 videos. (13 min. ea.) Investigator Alligator learns about levers, pulleys, and wheels and axles in Mr. E's workshop. (PS)

Six Stories About Little Heroes. High Wind, 1995. (38 min.) Jay O'Callahan tells original tales with themes of courage, friendship, and honesty. (ALL)

Songs From Mother Goose. Golden book, 1990. (10 min.) A world of music and silly character from Mother Goose Rhymes. (PS)

Sound the Alarm: Firefighters at Work. Rainbow Educational, 1994. (15 min.) Examines the role firefighter have in protecting the community. (PS-E)

Sweet Dreams, Spot. Disney Home Video, 1993. (30 min.) Three stories about the mischievous dog from the books by Eric Hill. (PS)

Telling Whoppers: The Fine Art of Storytelling. Cheshire Book Companions, 1991. (27 min.) History, elements, and tips for storytelling. (E)

The Way Things Work Video Series. Films for the Humanities and Sciences. 30 videos, (4-10 min. ea.) (E)

Weather and Climate. Troll, 1986. (25 min.) Rain, hail, sun, wind, hot, cold, and how animals adapt to the changing seasons are all discussed. (E)

What Do You Want To Be When You Grow Up? Series. 3 videos (30 min. ea.) These Parent's Choice Award videos are about being a Railroader, Heavy Equipment Operator, and Zookeeper. (PS)

Which Way, Weather? Bo Peep Productions, 1995. (30 min.) A fun discussion about the weather and seasons features a group of young children. (PS)

Wright Brothers: How they Invented the Airplane. SRA School Group, 1993. (40 min.) Recounts the story of Orville and Wilbur Wright from childhood through adult life. (E)

Program Resources

Materials for the Program Planner

ABCs In Bubbaville, Kimbo Educational, 1986. An A-to-Z of songs about different occupations such as baker, grocer, umpire, quarterback, zookeeper, etc. Includes a sheet of activities and discussion topics. (cassette and songsheet)

Brainard, Audrey and Denise Wrubel. *Literature Based Science Activities*. Scholastic, 1993. Literature tie-in activities to picture books, non-fiction, and poetry for grades k-3.

Brashears, Deya. *Circle Time Activities for Young Children.* Gryphon House, 1994. Spiral bound book of monthly fingerplays, songs, dramatics and movement.

Embry, Lynn. *Scientific Encounters of the Insect World.* Good Apple, 1988. Interesting scientific information about insects with reproducible activity pages.

Feldman, John. *Transition Time: Let's Do Something Different.* Gryphon House, 1995. 400 simple ideas that fill in those time periods between planned activities.

Green, Moira. *474 Science Activities for Young Children.* Delmar Publishing, 1995. 20 science units with activities and reproducible for preschool through kindergarten.

Herr, Judy and Yvonne Libby. *Creative Resources for the Early Childhood Classroom*. Delmar Publishing, 1995. Resources for 63 themes for young children, including buildings, communication, and various occupations. This book has arts and crafts, fingerplays, songs, movement, recipes, dramatic play, group time, math, and science ideas as well as a bibliography for each theme.

Kim, Hy. *Showy Science.* Good Year Books, 1994. Science activities on air, water, plants, animals, and force for grades 3-6.

Larson, Wendy. *Imagination.* Creative Teaching Press, 1990. Activities all about imagining for K-2.

When I Grow Up, I'll Reach for My Dreams. McDonald's, 1988. This set of educational materials includes a video, student activity game boards, and poster all about eight careers for grades 3-5. Show the video and play the game for a ready made school age program on careers. Write to McDonald's Corporation, Community Relations Department, McDonald's Plaza, Oak Brook, IL., 60521 and ask for the educational products catalog.

Morris, Eileen. *Get Ready, Get Set, Grow*. Fearon, 1984. Mini-activities and fingerplays presented in a calendar format for preschoolers.

Silberg, Jackie. *500 Five Minute Games: Quick and Easy Activities for 3 to 6 Year Olds*. Gryphon House, 1995. Five minute games that are easy, fun, and developmentally appropriate.

Stilley, Cynthia, comp. *Ring A Ring O'Roses*. Flint Public Library, 1988. Collection of traditional fingerplays

Totline. *1001 Rhymes and Fingerplays.* Warren House Publishing, 1994. An excellent source of new and traditional fingerplays and rhymes on hundreds of topics.

Computer

Adventures with OSLO: Tolls and Gadgets. Science for Kids, $59.95. Physical science educational software featuring Tooltown and the Valley of Machines for grades K-9.

Eyewitness Encyclopedia of Science. Houghton Mifflin/DK, $69.95. CD-R of interactive video and animation's about chemistry, math, physics, and life sciences. For grades 4-12.

The Incredible Machine 2 and The Even More Incredible Machine. Sierra/Bright Star, $59.95 and $49.95. Creative problem solving software featuring Rube Goldberg type constructions and puzzles. For grades 4-10.

Richard Scarry's How Things Work in Busytown. Computer Curriculum Corp., $59.95. Machine and gadget activities for PK-1 on CD-R.

Simple Machines. Science for Kids, $198.95. Multimedia CD-R with teacher's manual and science lab kit all about simple machines.

Posters, Decorations, etc. relating to 1997 theme

Demco, PO Box 7488, Madison, WI 53707-7488, 800-356-1200. Carl Stuffed Rottweiler and other Carl items; "What if I Were" career book and props; Inventors Workshop kit; How to Fly aviation kit; Weather Tracker's kit.

Edmunds Scientifics, 101 E. Gloucester Pike. Barrington, N.J., 08007-1380. 1-609-547-8880. Science and invention projects and accessories.

Insect Lore, PO Box 1535, Shafter, CA 93263, 800-LIVE BUG. Wonderful catalog full of science kits, puppets, books, posters, experiments, and activities.

Lakeshore, 2695 E. Dominguez St., Carson, CA 90749. 1-800-421-5354. Career hat collection and puppet set.

Newscurrents, P.O. Box 52, Dept. CCTA, Madison, WI, 53791-8639, 800-356-2303. "Heroes of the Twentieth Century" poster set, 10 posters and guide, $34.95.

Really Good Stuff, Film Archives, The Cinema Center, Botsford, CT, 06404-0386, 800-366-1920. "African American Inventors" bookmarks and poster, $13.90.

Stumps, One Party Place, P.O. Box 305, South Whitley, Indiana, 46787-0305, 800-227-2789. "Celestial screen," a 7-ft. scene with sun, moon, and stars design. Good as entryway design or to screen off part of a room, $79.95. Also, "Celestial star arch," blue and gold doorway decorator with twinkle lights, $129.00.

Tobin's Lab, POB 6503, Glendale, AZ, 85312-6503, 800-522-4776. A great catalog of experiments, kits, activities and books! Look especially at the Light and Sound Energy Ball, Camera Obscure Kit, Pop Bottle Flight Launcher, and Geology Field Trip in a Bag.

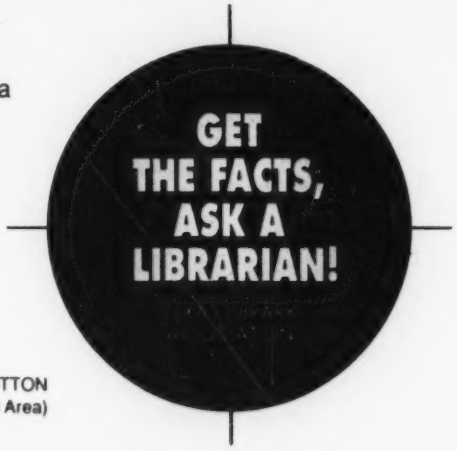
Upstart, W5527 Hwy. 106, P. O. Box 800, Ft. Atkinson, WI, 53538-0800, 800-448-4887. "Ride Your Dreams" bookmarks and poster, $11.60.

Wonderstorms, 15355 Neo Parkway, Cleveland, Ohio, 44128-3147, 800-321-1147. "Scientific Discovery" bookmarks and poster, $9.50. "Soar with Books" bookmarks and poster, $9.50.

Clip Art
Bulletin Board Ideas
Nametag Patterns
Bookmarks
Certificate
Etc.

The art for each button has a one quarter inch bleed area on all four sides

If color ink is available, we recommend PMS 3015.



1.75 INCH BUTTON
(With Bleed Area)

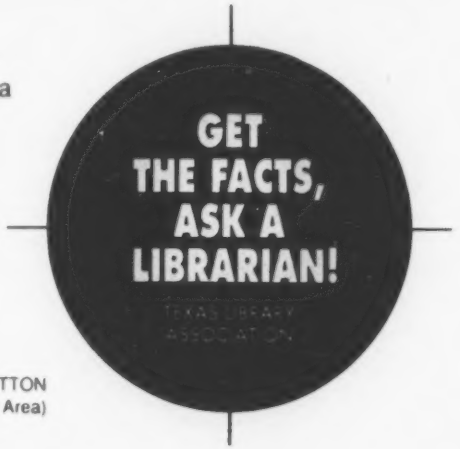
2.25 INCH BUTTON
(With Bleed Area)

3 INCH BUTTON
(With Bleed Area)

2.5 INCH BUTTON
(With Bleed Area)

The art for each button has a one quarter inch bleed area on all four sides

If color ink is available, we recommend PMS 3015.



1.75 INCH BUTTON
(With Bleed Area)

2.25 INCH BUTTON
(With Bleed Area)

3 INCH BUTTON
(With Bleed Area)

2.5 INCH BUTTON
(With Bleed Area)

173

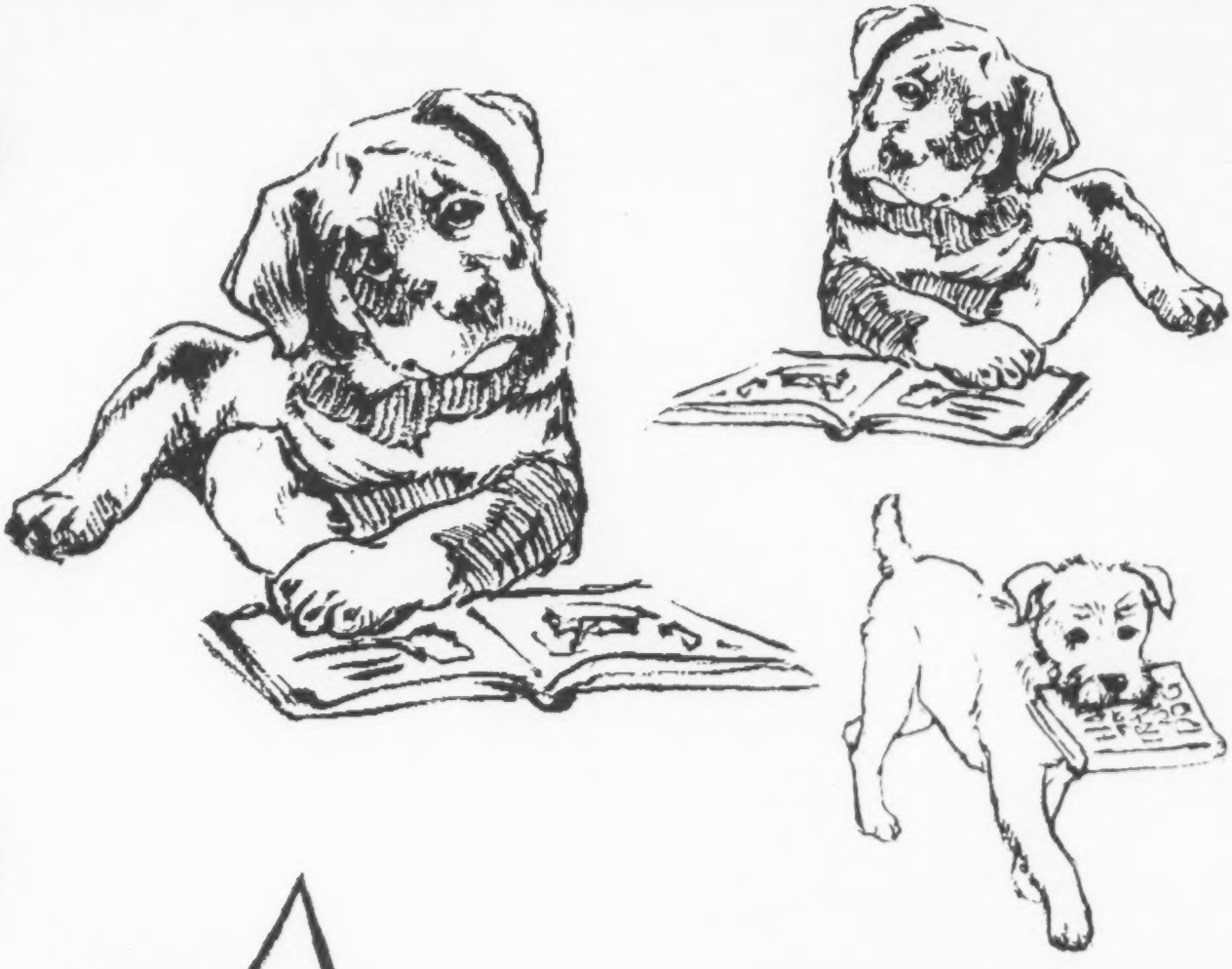
Clip Art

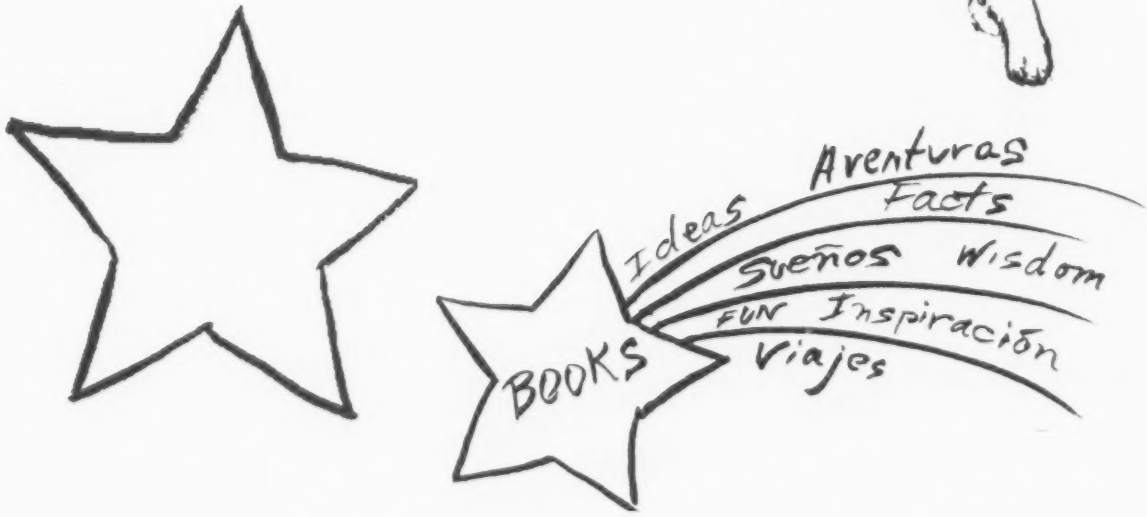
Art may be used for any library related purpose by Texas libraries including, but not limited to Texas Reading Club promotional materials. *(Note: the art used for patterns at the end of each chapter may be duplicated as specified above; however, the clip art used in the text portion of the manual may not be duplicated, unless it is in the clip art section of the manual.)*

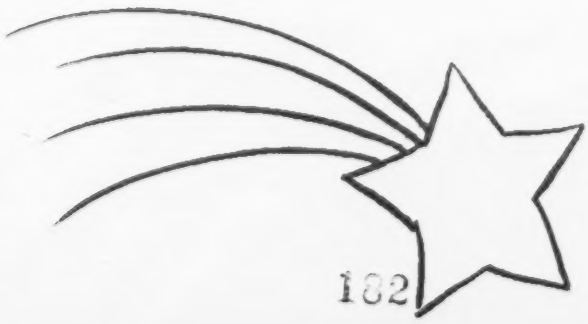
Items such as t-shirts, which include the clip art and that are produced by or for Texas libraries, may be sold so long as the profits go to the library or Friends of the Library and sales are limited to Texas.

Art work should not be changed or modified in any way. Name of library can be added, but the art is owned by the illustrator and should not be touched up, edited, etc.

BOOKS
Ideas
Aventuras
facts
Sueños
wisdom
FUN
Inspiración
Viajes
HOORAY
FOR TEXAS READERS

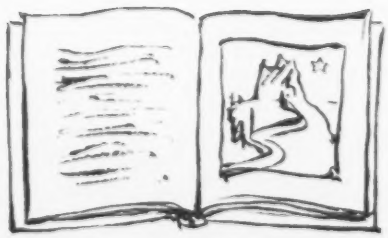


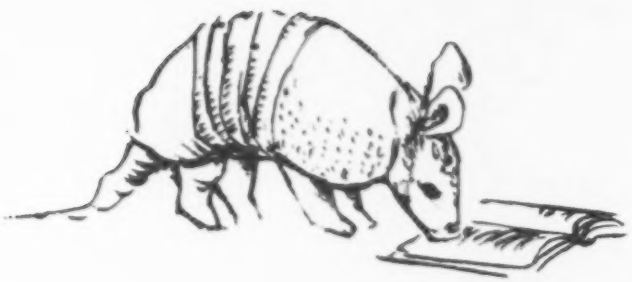

Aventuras
Facts
Ideas
Sueños
Wisdom
FUN
Inspiración
Viajes
BOOKS

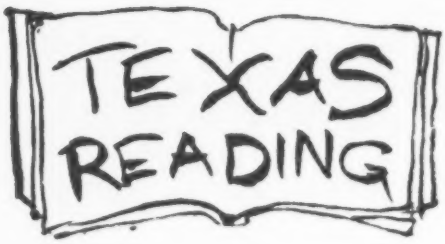


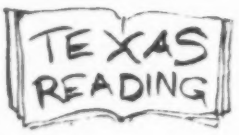
TEXAS
READING

READ
DREAM
LIBRARY
VOLUNTEER






TEXAS
READING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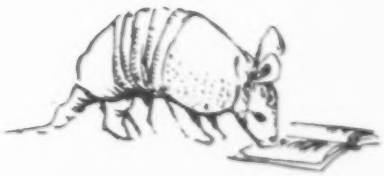
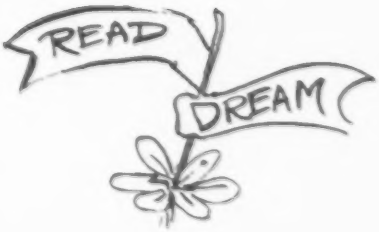
READING

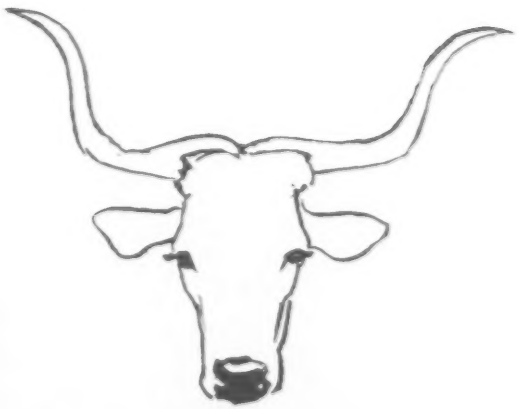


READ
DREAM


READ
DREAM

HOORAY
FOR TEXAS READERS!

TEXAS
READING



TEXAS
READING

Incredible
Dream
Machine

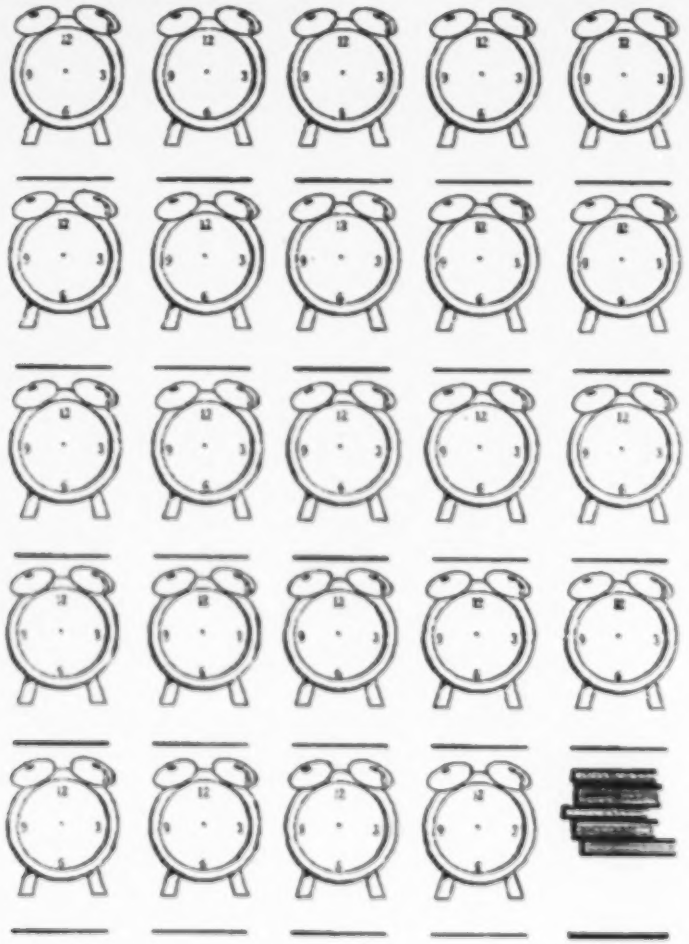
Incredible Dream Machine

Incredible
Dream
Machine

La Máquina Increíble de Sueños

Time Log

Read around the clock.
Make every minute count!



Total

Name _____

Address _____

City _____ Zip _____

Phone _____

School _____ Grade _____

The Incredible Dream Machine
Texas Reading Club 1997

READING CLUB LOG

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

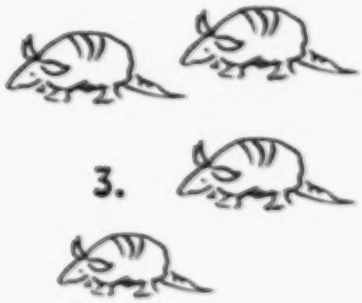
Time Log

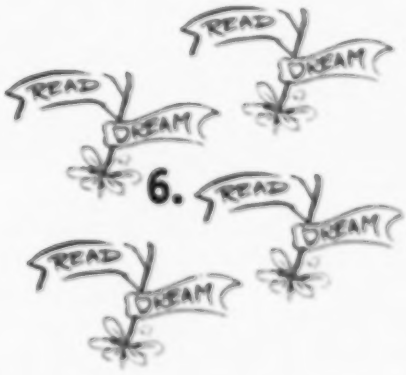
Name _____

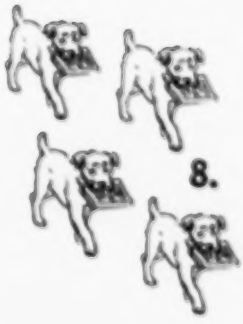
Make every minute count!

Color or check mark one symbol for each 15 minutes you read.

Each group of symbols = 1 hour.







TEXAS READING
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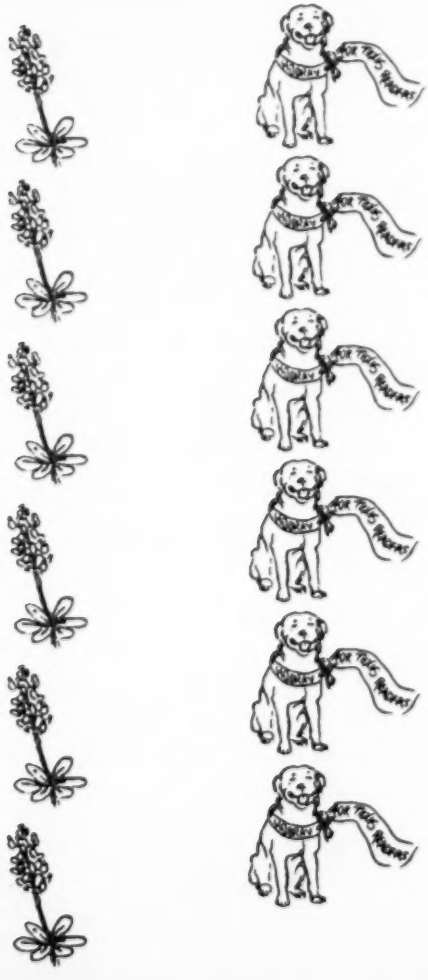
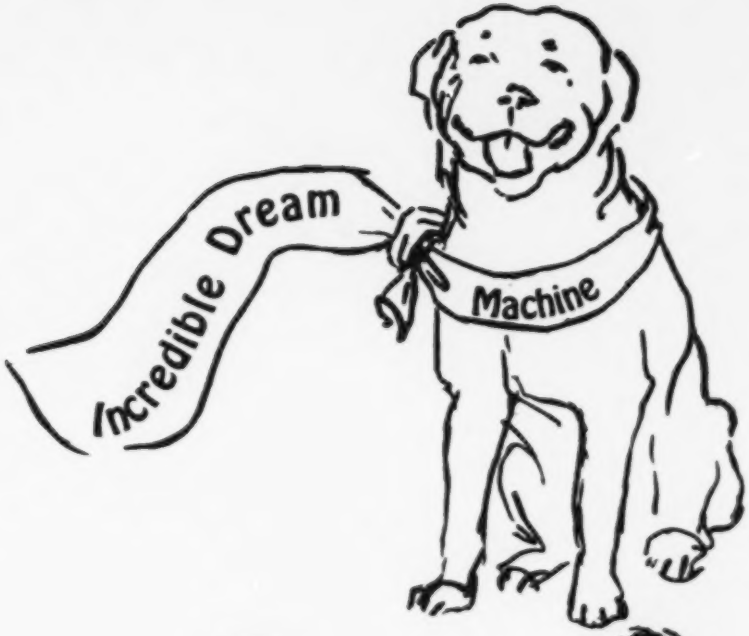
TEXAS READING



Press Release

Press Release


Incredible Dream
Machine

Incredible Dream
Machine

Incredible Dream
Machine

200

201

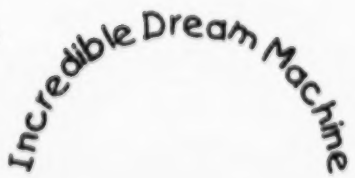
2" Button (i.e. Badge A Minit)

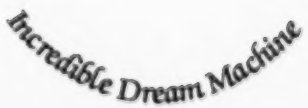
2 1/2" Button

2 1/2" Button

2" Button

2 1/2"

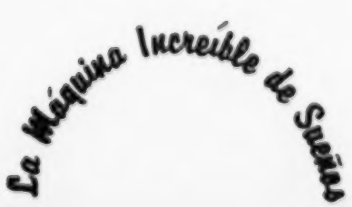




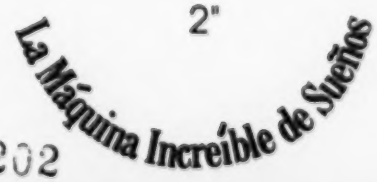
1997

2 1/2"

2"



2"



1997

2"

Certificate of Appreciation

Presented to

_____

The Texas Reading Club

Library _____ **Date** _____

Sponsored Cooperatively with the Texas State Library

The Incredible Dream Machine The Incredible Dream Machine

The Incredible Dream Machine

The Incredible Dream Machine The Incredible Dream Machine

The Incredible Dream Machine **The Incredible Dream Machine**

THE INCREDIBLE DREAM MACHINE THE INCREDIBLE DREAM MACHINE

THE INCREDIBLE DREAM MACHINE

The Incredible Dream Machine The Incredible Dream Machine

The Incredible Dream Machine The Incredible Dream Machine

The Incredible Dream Machine

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THE INCREDIBLE DREAM MACHINE THE INCREDIBLE DREAM MACHINE

THE INCREDIBLE DREAM MACHINE

The Incredible Dream Machine *The Incredible Dream Machine*

The Incredible Dream Machine

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THE INCREDIBLE DREAM MACHINE THE INCREDIBLE DREAM MACHINE

La Máquina Increíble de Sueños La Máquina Increíble de Sueños

La Máquina Increíble de Sueños La Máquina Increíble de Sueños

La Máquina Increíble de Sueños **La Máquina Increíble de Sueños**

La Máquina Increíble de Sueños

La Máquina Increíble de Sueños **La Máquina Increíble de Sueños**